

100 RANDOM ENCOUNTERS FOR ON THE ROAD OR IN THE WILDERNESS



AZUKAIL
GAMES

100 RANDOM ENCOUNTERS FOR ON THE ROAD OR IN THE WILDERNESS

CREDITS

Designer: Neal Litherland

Editing and Layout: Adrian Kennelly

Cover and Page Backgrounds: Lord Zsezse Works

Some artwork copyright William McAusland, used with permission.

5th Edition Fantasy Logo: Publisher's Choice Quality Stockart © Rick Hershey/Fat Goblin Games

Published by Azukail Games, a trading style of eGDC Ltd

COPYRIGHT INFORMATION

The contents are copyright © 2018 Azukail Games. All rights reserved. As a purchaser of this product you are entitled to print one copy for personal use. Reproduction, reselling and redistribution of this work are strictly and expressly forbidden without written permission from Azukail Games.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, trade dress and the "100 Random Encounters for on the Road or in the Wilderness" name. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Azukail Games product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

100 Random Encounters for on the Road or in the Wilderness is published by eGDC Ltd under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc.

COMPATABILITY

This product is designed to be compatible with the 5th Edition of the world's most popular role playing game.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.

INTRODUCTION

Characters will not be the only people, or beings, travelling along roads or through the wilderness, and both may also have various hazards, natural, constructed or creatures. Instead of quickly passing over journeys to and from different places, this is a list of 100 different random encounters for characters to have.

Some of these encounters are beneficial and some are harmful. Some are just odd, and may cause confusion, muddy the waters or be a possible source of hooks for adventures or side quests, if a GameMaster wishes to develop them further. A number of results have the names of NPCs, groups and locations; these can be replaced with ones that are more appropriate to a campaign setting if desired.

USING THE LIST

Either roll d100 for random results or select appropriate ones manually.

1. The party catches sight of an unusual rabbit hole at the base of a huge oak tree. Those who get close must make a DC

13 Dexterity save, or fall into a forgotten staging ground. The underground cavern has been carved, and several rooms were clearly used as an armory, barracks and chapel. A DC 15 History check on the chapel reveals the holy symbol marking this place as belonging to a lost order of holy knights who once held power in these lands.

2. The party meets what looks like a lost child. He is very upset, and claims he was walking with his mother when she was taken by men in red cloaks. A DC 19 Insight check reveals there is something off about the boy's story, and a DC 20 Perception check sees through the physical disguise, revealing that he's a halfling. If caught, he pleads that it's safer to travel as a child, as people are less likely to harm him. If he isn't caught, and the party allows him to stay with them, he will steal items of value in the night, and vanish. It takes a DC 22 Perception check to see him at his thievery, and if threatened he simply runs off rather than risk the party's wrath.

3. There are some strange rocks at the side of the path. If the party investigates them, they crumble, revealing bones and hair. A DC 14 Nature check reveals these are owlbear pellets, and some are fresh



enough that several of the large predators are likely about.

4. The party finds an old well off to the side of the road. There is a serviceable bucket, and a fraying rope, as well as a small roof over the well. There is nothing special about it at all, though the water is clean and fresh. If the bucket is used more than three times, the rope snaps.

5. The party notices a small, crude picture of a woman in a dress on a tree. A nail appears to have been driven into her heart. A DC 14 History check reveals this is a superstitious method for dealing with a witch casting harmful curses.

6. The party stumbles across a small, lost goat. It is friendly, and clearly domesticated. She gives milk, and is quite affectionate.

7. The party finds a small hut where a man and woman live. They're both unusual looking, and a DC 13 Persuasion check reveals they are an alchemist and a witch, respectively. They will trade with the party, offering potions and spellcasting services, but nothing they offer is beneficial. It's all either harmful items, or cursed potions.

8. The party comes across a clearing in the forest. A huge, dead tree stands in the middle of it, and several skeletons are strapped to it, pierced through with iron nails. A DC 20 Arcana check reveals this was a powerful necromantic rite, though it was performed so long ago no real traces of the magic remain.

9. One member of the party notices an abandoned rag doll in the weeds at the side of the road. The doll has button eyes, and a cute smile. There are a few cuts and scrapes, but it doesn't appear to have been parted from its owner for long. If the party takes it into a nearby town, it turns out to be a little boy's favorite toy, given to him by his grandmother.

10. The party comes across a mad holy man. He is wearing the trappings of several faiths, and waving a stick clearly broken off of a tree. He asks the party to pray

with him, and to accept the blessing of his strange gods. Those who accept the blessing receive a advantage on saving throws for the next day.

11. The party comes across a fishing pole anchored near a stream. There are several fish on the line, and they can be easily pulled out, cleaned, and eaten. There is no sign of the person who set up the fish trap.

12. The party sees a number of Wanted posters on several trees. They describe vicious bandits that have robbed and killed several travelers. There is a substantial reward offered, dead or alive.

13. When looking for a place to stay for the night the party finds a cave that's set back from the road and easy to miss. Investigation shows the cave is dry and uninhabited, and there is a fire pit in it. Inside there is graffiti in a dozen different languages, though none of it is particularly meaningful. In fact, most of it is quite crude for those who speak several tongues.

14. A creaking rope draws the party's attention to a hanged man swinging from a thick limb. His dead hands are looped round a sign that says *Murderer*.

15. The party rides past a large walnut tree. A DC 10 Survival check allows the party to gather enough nuts to last them for several days of snacking, though each nut takes a DC 10 Strength check to crack without tools.

16. The party comes near a woodcutter's shack. He is big, bearded, and friendly, exchanging pleasantries as well as news about the nearby land. He offers fire and shelter to those who are polite and friendly to him.

17. The party sees a sword driven into the heavy clay of a nearby hill. Those who investigate find a greatsword with a rampant lion worked into the guard. A DC 15 History check reveals this blade belonged to a great knight named Roderick who once single-handedly fought off an invading army in these hills. The sword is not magical, and cannot be removed from where it is,

though a DC 20 Strength check will break off the hilt from the blade.

18. The party sees a tree house. It is a bit ramshackle, but those who investigate find that it comfortably holds four people. A detritus of food, fletching and old blankets shows that the tree house has been in use for some time, though there is no clear owner.

19. The party comes across an abandoned wagon. It has a shattered axle, though there are still a number of supplies in it. The party easily finds salted meat and other foodstuffs, but a DC 20 Perception or DC 17 Investigation check reveals a hidden compartment with a number of enchanted short swords equal to the number of party members. A DC 18 History check will reveal that these weapons bear the distinctive black steel, curved handguards and symbols of the Shadowbearer's Guild, an infamous group of hired killers. If seen and recognized by either legitimate members or the local law, the party could find themselves in a tight spot.

20. When the party stops for the night, they find a target painted on a dead tree. It's clearly been used for target practice, with marks of knives, axes, arrows and bolts left in the old wood.

21. The party hears someone singing a hymn. A DC 15 Religion check reveals it's a very old, nearly forgotten song to the goddess of streams and rivers. Those who make DC 20 Stealth checks manage to sneak up on a hot spring where a nymph is washing her hair. If approached peacefully, she offers her aid to the party (including healing, and sharing knowledge with them). If approached aggressively or rudely, they will be told to leave. Those who do not will have to fight her, and if she escapes using *dimension door*, she will return with other forest allies.

22. The party comes across a perfectly-fitted cairn. There is no sign of who built it, or what lies beneath, but a DC 17 History check reveals this was the way great he-

roes were buried by ancient tribes. The size of the cairn reflected the respect of the hero, and the work others did to honor their memory.

23. When it comes time to find a campsite, the party comes across a woman in a clearing. She is walking on her hands across a flat rock, humming to herself. Juggler's balls are stacked nearby, and there is a hammock hanging from a tree. Her name is Celia Danderwidth, tumbler, acrobat and performer. She's on her way to a nearby city for a festival, and will ask to travel with the party if they prove friendly.

24. The party comes across a man in livery, with a messenger bag. He was dispatched to deliver a letter, but when he had to run from an angry elk, he lost his way in the forest. His destination is the nearest town the party is either traveling to, or coming from. He thanks them, and offers his services as a courier should they need him.

25. The party finds an old tree stump. Carved into the top of it is a riddle that reads *I am gone, but beneath my pining widow lies a treasure great*. A DC 15 Nature check reveals this tree was once a twin pine, and there is another like it growing nearby. A DC 15 Survival check allows the party to narrow down the other pine trees nearby, selecting the one they want. Digging beneath the trees roots reveals a cache of coins (200 gp for each party member), as well as a minor wondrous item for each member.

26. A mounted patrol of wardens comes down the road, meeting the party. They exchange pleasantries, and give warnings. Roll percentile dice to determine if the patrol is going in the same direction as the party, or the opposite. If the same, a DC 15 Persuasion check allows the party to travel with the wardens until their duty demands they go elsewhere.

27. The party comes across a young girl calling for her big brother. Her name is Holly, and her brother Cadwin left her alone to

go see to an errand, but that was two days ago. If the party looks for him, a DC 16 Survival check picks up his trail. They find the boy holed up in a tiny cave. He was chased in there by an angry bear, and he still has several wounds from his encounter. He thanks the party profusely, though will need healing to make it home. A DC 15 Medicine check will help him onto his feet if no magical healing is used.

28. The party comes across several stray cattle. A DC 12 Perception check reveals a brand on the cattle in the shape of a ram's head. A DC 15 History check reveals these cattle belong to the Overlook Ranch, run by Delilah Blackburn. If the party ropes and drives the cattle back, the tiefling rancher is quite thankful. She offers the party room and board for the night, as well as 5 gp per head of cattle they brought back. She also lets on her cattle have been rustled, and if the party wishes to stay and help, they find men from the next stead over trying to ruin Delilah's ranch, and drive her out of the territory.

29. The party comes across a waterfall. The water is clean and pure. Those who venture behind the waterfall find there is, indeed, a space behind it. It's big enough to camp in, with a chimney to let out smoke from a fire. However, the water makes it all but impossible to see or hear who is approaching from the other side.

30. The party sees a field full of deep holes. They're dug at random, though all of them appear to be at least six feet deep. If the party goes to a local inn or tavern and makes a DC 12 Persuasion check, they find out there was a treasure buried around here fifty years ago by an infamous bandit, and every year there's a day where everyone goes out hunting. Thus far, no one has found the loot.

31. The party walks past a pauper's field. There is a small group of people paying respects, and setting up a wooden marker. Those who stop find a widower, and his two children. His wife was killed by a sickness that has been running through the coun-

tryside, and they did not have the money to seek aid.

32. The party sees several, strange talismans hanging from nearby trees. They're in the shape of poppets and wicker men, hung by the neck with hempen cord. A DC 20 Religion check reveals these are meant to ward away dangerous spirits.

33. While walking down the road, the party finds large boulders with directions chiseled into them. There is a compass rose, along with mile markers, and which towns lie in what directions. These stones are far too big to be moved or shifted, making them ideal markers. They provide advantage on Survival checks to navigate the roads.

34. The party comes across a group of five men making camp. They welcome the party to share their fire, and to camp with them if they wish. If the party has a reputation, or is clearly not an easy target (displays of magic, armed and armored, etc.), then the five bandits remain friendly and respectful. However, a DC 20 Perception check reveals the leader has a distinctive black raven tattoo just peeking out from beneath his clothes. That brand is worn by the Scavengers, a group of dangerous highwaymen. If confronted, the man attempts to proclaim his innocence, but a DC 17 Insight check sees through his lies. The bandits scatter if the party gets aggressive, and unless all of the men are killed or captured, they will come after the party to free their brethren and/or exact revenge.

35. The party comes across a burly, half-orc farmer in an ox cart, hauling a load of potatoes. He tells them to stay back, and is distrustful of them. A DC 18 Persuasion check (with advantage if the party bears a noted symbol such as a knight's banner or official badge for the local area) makes the farmer slightly more personable. He remains gruff, though, and will drive a hard bargain for potatoes if the party asks. He will not allow them to ride on his cart.

36. The party stumbles on a camp with a half-orc and half-elf. The orc is Regina, the

elf Farageld. The two are siblings with the same mother, and they're bounty hunters. They make no secret of either of these two facts. If anyone in the party is currently wanted, they will make note of it, and approach at a later time when they're unprepared. If no one in the party has a bounty on them, then they are in the area seeking the head of the Scavengers. There's a 1,000 gp reward for him, dead or alive.

37. The party meets a group of five mercenaries. The squad is dressed all in black, and they call themselves the Ravens. If the party asks why, one man says because where there are battles, there they will be. Good-natured, they seek a new paymaster after the border lord who had previously contracted them ended their employment once they'd slain the rebels trying to overthrow him. That's gratitude for you, is the general sentiment among the men.

38. The party finds a beggar on the side of the road. He is ragged, and smelly. He will beg for alms, but refuse to allow anyone to touch him. If someone manages to touch him, though (attack roll AC 14), they must make a DC 15 Wisdom save. If they succeed, they see through the illusion and find a handsome, educated-looking young man. He's wearing a wizard's robes, and is quite upset that you broke his spell enough to see him. If someone attempts to fight him, he uses illusion spells to escape immediately.

39. The party comes to an old stone bridge. A plaque labels it Charity Crossing, and a locked strongbox is anchored to the ground so travelers can contribute coins to keep the bridge in good repair.

40. The party sees a low, stone building with a slate-shingled roof. The sign out front declares, in draconic, that this is the Hoard's Hollow. Those who enter find the places a bit cramped for medium-sized characters, though small-sized ones are just fine. The tavern is run by kobolds, and they are quite industrious. Those who are aggressive toward the inn's staff are asked to leave, and those who do not leave

when asked are subject to poison darts with knockout venom (DC 15 Constitution save). Once unconscious, they will be dragged outside and some money taken to compensate for the staff's time and trouble.

41. The party finds a huge stone spire rising from either a hilltop, or from a crag in a mountain range. A DC 15 History check reveals this place is called Stormspear by the locals, and there are several legends arguing whether it was built by giants, wizards, or both. There is no way inside, but those who glance through the tiny arrow slits feel a presence within the spire. A waiting tension, like the air just before lightning strikes.

42. There is loud grunting and cursing off the path. If the party follows it, and makes a DC 13 Survival check, they find a clearing with a huge still in it. Working the still is a massive man whose height easily tops ten feet. The half-giant regards the party with suspicion, but a DC 15 Persuasion check (with advantage if the party offers to help), makes him friendlier. He's quite knowledgeable on the chemistry of brewing, but seems to be having trouble with his still, and a DC 15 Intelligence check, or use of *mending* will allow you to fix the problem. If the party helps him fix the still, he will give each of them a "little" bottle (one sized for a Medium-sized creature) of the alcohol. It is potent, requiring a DC 12 Constitution save if drunk. Failure results in passing out for 1d4 rounds.

43. When the party makes camp, a raccoon wanders in. It is bold and friendly, and if fed will stay. If treated well, it will stay with the party for a time. If they go to any local towns, people recognize the raccoon. It's name is Dapper, and he belonged to a ranger named Bellaphon. No one has seen her in some time, and if someone uses *speak with animal* to talk to Dapper, he can lead them to where Bellaphon is. She's deep in the woods, and is glad nothing happened to Dapper. She thanks the party for looking out for him, and offers to

scout for them if they're looking for a place in the local wilderness.

44. The party comes across a prospector's camp, with three halflings who have decided to seek their fortune. Their names are Glen, Dale, and Shire, and they are happy to have company. They'll play cards, cook and speak openly. While they don't have gold coins, they have lots of gold dust, and a few nuggets, to gamble and trade with.

45. The road curves over a huge dam. It looks old, but well taken care of. The shack at their end of the dam appears unmanned, and there are strange ripples in the water. If the party crosses the dam, they are attacked by a CR+1 aquatic threat. Skrags, dragons, etc. are all options. If the party defeats the threat, and goes to the town below the dam, they're bought drinks and meals at the tavern by a grateful populace who have been closed off by the creatures that controlled that road-way.

46. The party comes across a series of river boats. They're all shallow crafts, and when they come together form a kind of floating market where PCs can step from one barge to the next. Exotic foods, unusual magic items, armor and weapons can all be found on these boats, which are captained by a slew of human, half-orc, gnome, and halfling shopkeepers from up and down the river.

47. The party comes across an old mill. If they choose to take shelter in the mill, then in the middle of the night a massive number of undead arise, and come toward the mill. Several waves should attack the party throughout the night, starting with low-CR threats and working their way up to a single, CR-appropriate encounter. If the party survives, a spirit rises from between the old mill stones, and thanks them for breaking the curse this place was under. The spirit leads them to a cache of wondrous items (1 per party member), and 500 platinum pieces as reward.

48. The party comes across a diplomat

traveling with a small retinue. He invites the party to travel with him, and if they choose to then the next day they and the diplomat are attacked by assassins. If the party protects the diplomat, he offers them compensation to see him safely to his destination. The party is given gold, and if any of them have warrants in the area they find the diplomat has made them go away.

49. A yowling draws the attention of the party. A huge, mountain cat is caught in a vicious trap. It is clearly painful and cruel, and the animal is in a great deal of pain. A DC 18 Animal Handling check stops the cat from attacking, and a DC 15 check with thieves' tools or DC 17 Strength check allows you to spring the trap open. If the animal is healed, and treated well, it will shadow the party as they move through the area. If anyone in the party could take the cougar as an animal companion, that is an option.

50. While walking off the path, someone in the party stumbles across a pit trap meant to catch bears. A DC 20 Perception check spots the trap, and a DC 15 Dexterity save allows someone who trips it to avoid falling in. There are no stakes, and the pit is 10 feet by 10 feet.

51. The party finds a Wayfarer's Lodge. The lean-to is built against a stone wall, and has two bunk beds on either side. A crude chimney takes up one wall, and there is firewood in a bin. On the back of the door is a note asking travelers to please leave the place as nice as they found it, and to re-stock the firewood before moving on. It might save the next wayfarer's life.

52. The party hears a scream, and if they investigate, find a young girl trapped up a tree by wolves. A DC 12 Nature check shows this is unusual behaviour, and a DC 14 Perception check shows the wolves are clearly starving. If the party makes a DC 17 Animal Handling check (with advantage if they give the wolves food), the animals will run away without harming anyone. The girl is scared, but unhurt besides cuts and

bruises. She is very grateful, and asks you to escort her back to her grandmother's house where she was heading when the wolves came on her.

53. A loud bang, and a blaze of fire, draws the party's attention. If they follow it, they find a sorcerer and her young apprentice. The master is dressed in common woollens and leathers, and if threatened fire licks up her hands and arms. Her apprentice is a young boy who seems to have trouble controlling his fey gifts, and will occasionally set off small illusions by accident. Magic users in the party can offer to help, and if the party is friendly then the two spellcasters will invite them back to the tower the sorcerer abides in. Rooms are comfortable, though there appears to be nothing of value inside.

54. The party passes a field of perfectly round stones of varying sizes. The stones are naturally-formed, and there's no explanation for how they all got there, or what purpose they might serve.

55. The party finds a grove of trees. The place feels peaceful, and the shelter is protected from the elements somewhat. Fireflies flit from the trees, and a DC 18 Religion reveals this grove fits the description of those maintained by druids for travelers through their lands to rest in peace, safe from predators and weather alike.

56. The party stumbles across what looks like a dire badger warren. There should be badgers enough for CR+2, with templates added if necessary. A DC 15 Nature, or a DC 18 Perception checks reveals the presence of pups, telling the party this is a dangerous place to be.

57. The party spots a depression in the soil left by recent digging. If they stop and dig, they find a dead body. It's a young woman, with bruises from being strangled around her neck. If her body is brought to a nearby town, she's identified as Corren Falada, a trinket seller. If her spirit is questioned using *speak with dead*, she names her business partner Dressa Marsh as her kill-

er. Dressa is stronger than she looks, and she fled after burying her erstwhile partner and taking their summer's profits.

58. The party finds themselves in the midst of an avalanche. A CR 14 Dexterity save allows members to avoid damage, but those who fail take 2d6 damage from falling rocks, and are knocked prone. The road is difficult terrain once the avalanche is over, but it can be traversed with care.

59. The party comes across a wyvern roost. It's rutting season, so the wyverns are active and swarming. If the party is cornered by a wyvern, a DC 20 Animal Handling check will calm it enough for them to leave. If the party takes no precautions to stay clear of the roost, they should be attacked by a CR+1 amount of wyverns at least once per day.

60. A dead cart with a cage on top of it is going down the road. It's half-filled with corpses. A DC 12 Religion check reveals these "death traps" are meant for transporting the dead when undeath is a real risk.

61. The party comes across a field of flowering trees. The blooms are sweet, and soporific. A DC 15 Nature check reveals these are nightingale flowers, and the blooms are kept in nurseries and hospitals to help induce deep sleep.

62. A falcon swoops down out of the sky, and steals something from a party member. If they make a DC 19 Survival check, or a DC 22 Perception check to track the falcon, they find him returning to a man in a green, velvet tunic and outdoorsman's leathers. He is a regional huntmaster, and he's trying to train this bird to stop thieving. It isn't going well. He apologizes, and returns what was taken.

63. The party comes across a group of tourney knights on the road. They are impressive showmen, and when fully kitted in their armor make for quite a splendid sight. Those who examine their gear find it well-crafted and maintained, but it is signature in appearance, making stealing it

impractical. They are friendly, though a few are competitive, trying to one-up the tales and deeds of others.

64. The party comes across an observatory on a mountain. A DC 19 History check reveals this place is called the Skyglass, and is of particular interest to astronomers and astrologers alike. There are several wizards about the place, though no one is truly certain what they're hoping to see by piercing the heavens.

65. The party hears what sounds like a high, thin scream on the air. A DC 18 Perception check, or a DC 15 Survival check, allows them to find a small, isolated shack. Inside is a young girl who's been bound and gagged. She's covered in scrapes and bruises, and she whispers that she was taken by the Bloody Man. He's killed a dozen girls that they've found, and if they don't get out, he'll be back. If the party lingers, or comes back, they should find a CR+1 encounter with a creature that looks like a huge man in a butcher's apron, his hands and arms covered in blood.

66. Discordant music leads the party to a sagging inn off the beaten path. The sign out front declares it to be the Rusty Penny, which is the name of the copper-haired, aging bar wench who owns the place. She married the previous owner, and when he died, she took it over. It's rough, hard, and full of toughs, but honest enough.

67. The party passes a stony field, when suddenly geysers shoot out of the earth. They blast upward in an oddly beautiful pattern, before falling still once more. A DC 15 Nature check reveals that these geysers have been regularly active for hundreds of years, attesting to the health of the area's water table.

68. The party finds a tree decorated for a festival. Ribbons and baubles hang from the evergreen's branches, bells tinkling as they blow in the wind. A DC 15 Religion check reveals that these trees are often decorated by entire communities, with everyone bringing a single item to represent

their small part of the greater wholes happiness.

69. The party comes across a massive dump. The waste is filled with slop, filth, smashed wood, broken glass, and other refuse. It's old, and has been in use for generations as a place for tossing undesirable items.

70. The party comes across a poacher's pit; a deep hole dug in the ground where hunters toss the parts of their kills they don't need, or can't use. A DC 16 Perception check reveals that, between the shattered antlers and broken arrow shafts, there are the butchered parts of people. How many people is hard to count, as the bodies are all in pieces, camouflaged among the animal gore.

71. The party locates what looks like a cave, but turns out to be a fully-outfitted study. Bookshelves line the walls, and a naturally-formed fireplace puts out a cheery light. An old man sits at a writing desk, turning to look at his visitors. His name is Gareth Greenlighter, and he keeps the records for the Blackridge Watch Wardens. The altitude of his cave, and the exact humidity, preserves the scrolls and skins of his library.

72. The party hears the sounds of hammer and saw. If they investigate, they find the skeleton of a house. A broad-shouldered dwarf named Harden is hammering on the frame, and he calls his wife Hilda to meet guests. She's an orc at least twice his height, dressed in a sleeveless jerkin. If the party offers to help, they're invited to stay and share meals. The couple tells how neither could live with the other's people, so they struck out on their own.

73. The party finds an abandoned walking stick leaning against a tree. It's intricately carved from ironwood, and the top of the staff is in the shape of an old, bearded man.

74. The party sees a monastery rearing up down a path. The stone building is tall, and straight, with the brothers and sisters

wearing black robes, and tending their duties. A DC 16 History check reveals this is one of the rookeries of the Crowsbeak Scriveners. Those who stay there are dedicated to the preservation of knowledge, respect for the dead, and they defend themselves with simple, hardwood staves. Though some among their number are great warriors, who fight with ridged halberds.

75. A buzzing sound catches the party's ear. A fence warns them not to pass beyond, and a DC 16 Perception check shows that this field is absolutely filled with giant beehives. The bees, easily the size of a dog, are flitting all across the meadows. If the party lingers, a halfling in a beekeeper suit approaches them, and explains that this is his operation. His hives are very sensitive, and outsiders aren't welcome among them... for their own safety.

76. Perched on a low hill is a candlemaker's shop. The candlemaker, a plump half-elf woman named Eladra, sells waxes, scented candles, balms, and all manner of similar things. Some products are made from exotic sources, like killer hornet or giant beeswax.

77. In a shady glen there is a cottage swarming with cats. Those who investigate find an old man doting on his feline charges. If the party is friendly, and treats the cats well (DC 13 Animal Handling check to make them quite friendly, with advantage for those who offer treats), the old man welcomes them in and will share knowledge of their current errand/quest with them. If the party is aggressive, or unkind, the old man reveals he is a CR+2 wizard, and will summon extraplanar allies to protect himself and his cats. The allies will all be feline in shape and appearance.

78. The smell of ozone fills the air, and beyond a stone fence the party sees huge pens of shocker lizards. An aasimar and a tiefling move among them, wrangling the little beasts. Those who approach find that Kelmander and Ozmund respectively raise shocker lizards for those who prize the

magical beasts.

79. While traveling through the mountains, the party finds a high-altitude vineyard. A hearty elf who doesn't seem to notice the thin air or harsh terrain tends the vines. Gleman is his name, and he will gladly share a glass of his wine with the party. If in lowlands, Gleman is a dwarf with a neatly-trimmed goatee. Both are the opposite of what one expects to find in this type of terrain.

80. A huge blast roars across the countryside. A DC 14 Perception check reveals a cloud of smoke rising from high ground, and a DC 18 Nature check reveals that this region has occasional volcanic activity. However, that blast seemed unusually powerful based on what the region typically sees.

81. The party comes across luck shrines on the road. They mark off the miles, but they are also dedicated to gods of luck and good fortune. Offerings have been left previously. If anyone in the party leaves an offering, grant them advantage on their next Survival check. If anyone takes an offering, give them disadvantage on their next Survival check.

82. A rooting boar snorts through the field near where the party camps. It seems curious, and not aggressive. If the party is friendly toward it, they discover it is awakened, and can speak common. Her name is Patsy, and she is always curious about those who have seen more of the world than she has.

83. A strange mist blankets the countryside when the party awakens. If the party ventures out of their camp and into the mist, they are attacked by strange, shadowy, incorporeal creatures (undead of appropriate CR). A DC 18 Religion check reveals that the mist is a dead man's fog, which creeps through the countryside during the times when the dead are trying to find their way to the afterlife. Waiting a day will let the mist move on, though it can be moved through by those willing to fight

the spirits within.

84. The party spies a fire watch tower, which doubles as a signal station. The rangers manning the tower can give counsel about the area they watch over, which provides advantage on Survival checks made within the next day.

85. Down a small, side trail is a one-room hut. A young man stands out in front of it, eating berries. Those who get within 30 feet can see that he's clearly blind. He is, however, unsurprised by those who come. He provides strange counsel, and odd prophecies (see [100 Random Oracular Pronouncements](#) for possible examples). When he's finished, he tells the party the best path to follow to reach their destination. If threatened, he is a CR+1 cleric whose blindness doesn't affect him in combat.

86. An ancient road sign stands on the path, pointing a way to a city that no longer exists. The language is ancient, and a DC 20 History check reveals that the city was wiped out in a rain of stones from the sky that destroyed every building, and slew nearly every resident more than 500 years ago. The sign is one of the only things that survived.

87. A small, roadside rest stands to one side of the trail. There are covered stables for mounts, places to rest and cook, as well as a huge map carved into a stone indicating where travelers are. One finds similar stations every 50 or so miles. The caretaker is a friendly young man who offers what aid he can, and does his best to answer questions.

88. A notice declares the copse of woods to one side to be the Bowyer's Weeds, and that no trespassers will be tolerated. A DC 15 History check reveals that those trees are specifically grown for the Harking Rangers, because their wood makes unparalleled bows which are given to every new recruit upon completion of their training.

89. The party comes across an ancient, scorched rock. Carved deep into it are the marks of an ancient summoning circle. The

silver has long since been taken up, and closer inspection reveals that the stone has actually been partially melted. Whatever got out, it must have been extremely powerful.

90. A thick haze hangs in the air, and a breeze brings ash. Down a little-used road, a ghost town sits. Cracks in the earth reveal underground fires, as veins of coal burn and belch poisonous smoke into the air.

91. A rumbling in the earth awakens the party. The spasm repeats three times, then ceases. Animals must be calmed with a DC 15 Animal Handling check. A DC 20 Nature check reveals that earthquakes are especially rare in this area.

92. An abandoned quarry stretches for miles. The hole goes down for several hundred feet, but time has worn away its clean edges. A DC 17 History check reveals that the stones in the quarry were mined for building ostentatious castles and huge estates, but after the local lords were all beheaded in a miner's uprising, no one has dared to suggest those particular stones be used again. While beautiful, it's considered folly to use them to show off one's wealth.

93. A beautiful, sparkling lake stretches most of the way to the horizon. The party hears a splashing, and a gurgling, finding someone caught in a fishing net. It appears to be a merfolk. If the party helps free them, the merfolk thanks them. The next day, rich gifts await the party (enchanted weapons or armor for martial characters, wondrous items for those who don't use such things). The items are all of merfolk make, and a DC 20 History check reveals that these merfolk must be residents of the sunken city of Artoria. The place was abandoned by surface dwellers, and given to the merfolk after a vicious war hundreds of years ago, but it was largely considered a myth.

94. When the party next makes camp, they must make a DC 17 Survival check not to pitch camp atop a growing sinkhole. If they

fail, then they must make a DC 15 Dexterity save to avoid being swallowed as it widens in the night. Those who fail will fall 30 feet, and hit a ledge that stops them from going any further.

95. As the party travels down the path, they find a team of people trimming the trees back from the road. The woodsman nod or wave, and will converse while they work if the party asks relevant questions about the path beyond.

96. A large workforce is laying fresh brick in the road, repairing divots and old pot-holes. The party is asked to walk around, but if they have a cart they must wait for the new brick to be laid before they can move forward. This takes several hours, but is no real hardship.

97. A carriage waystation sits off to one side, with a woman sitting in a rocking chair and smoking a pipe on the porch. Coaches come through there regularly, and if the party wishes they can purchase fares to ride on the next coach with space for passengers. If not, it's a warm place to

rest, and resupply.

98. Colored smoke blooms above the treeline. If the party follows it, they find an alchemist's lab. The place is dour, and square, but the man who answers the door is anything but. Easily distracted, and wearing a dragonskin coat and gloves, he asks the party what they want. If they express interest in his work, he leads them inside and gives them a look at a prototype flying machine. It's small-sized, for now, but scaled up it could revolutionize travel.

99. The party finds an abandoned logging camp. The tools are rusted, the tents rotting, and new trees are slowly replacing the old ones. Dead wood still lies on the ground, but there's no sign as to what made the workers get up and leave all their gear behind.

100. A large sign proclaims there is no place like home... except the Tumblestone Inn. The sign is old, and has been painted several times, but the smiling human holding a forkful of roast on it does look pleased to be staying there.

MORE 5TH EDITION COMPATIBLE SUPPLEMENTS

[100 Bits of Miscellaneous Tat to Find](#)

[100 Encounters in a Fey Forest](#)

[100 Pieces of Flotsam and Jetsam To Find On A Beach](#)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or

Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

100 Random Encounters for on the Road or in the Wilderness Copyright © 2018, eGDC Ltd; Author: Neal Litherland
END OF LICENSE