



1,372 Roadside Encounter Ideas

Inspiration for your game's travels

By Roleplaying Tips Publishing

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Inspiration for your game's travels

By **Johnn Four**

Based on ideas submitted by the awesome readers of Roleplaying Tips

Read the original tips at RoleplayingTips.com

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Welcome, Game Master

Sometimes a GM needs a little inspiration. Especially for the frequent question of, “So, what happens while we’re on the road?” This ebook will give you ideas on how to answer that question.

Roleplaying Tips ran a prize-filled contest where readers sent in ideas for interesting roadside encounters. Over 2000 submissions poured in. Dozens of hours later, what you have in your hands now is the pared down, edited result.

Thanks to everyone who wrote in with ideas!

And thanks so much to the volunteers who pitched in with editing help.

There will be more contests coming up for Roleplaying Tips subscribers. If you are not a subscriber, [signup to receive GM tips and advice right now](#).

On with the roadside encounters ideas!

Cheers,

Johnn Four

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1. As the party passes beneath a large oak that has grown over the road, a branch swoops down and snatches the backpack from one of your group. The tree proves vocally petulant when you attempt retrieval, tossing the bag from one branch to another.
2. A lush garden beckons with ripe vegetables.
3. A demon marches atop a sand dune only a half dozen paces from you.
4. A King's Sheriff holds a colorful wanted poster. He carefully studies the party as they pass by.
5. One of the PCs spots a key. What's it for?
6. A young man and woman riding a horse bareback, ill-equipped for travel, make to pass by you in haste. If questioned, they tell you they are lovers, fleeing a feud between their families who live in the village ahead of you.
7. A smiling roadside merchant roasts rats, frogs and squirrels on sticks.
8. The road goes through a canyon bog filled with toxic, flammable gas.
9. A lone child blocks the bridge ahead, unless each traveler can guess her riddle.
10. A local noble stumbles out of woods and falls flat on face with a knife in his back. His guards round the bend and exclaim, "You, halt!"
11. A chatty bard walks alongside the party.
12. A strange smell comes from the bushes.
13. The side of the road is lined with mausoleums to long dead mercantile families. Some of them appear to have been broken into and doors hang free on rusted hinges.
14. The PCs come across the scene of a massacre. A party of bullywugs lies slaughtered. The party hears crying and can find a young bullywug child. "My parents, dead," she croaks. "Killed by human soldiers. Help me get back to my tribe," she begs.
15. A migration of 100 turtles scurry from the beach as you approach.
16. A roadside shrine to a local deity is the scene of a gruesome murder. A woman's body, dressed in blood-stained white robes, lies in the middle of road as if dragged and dropped there. You see bloody steps heading away from the corpse towards the woods.
17. A group of farmers repair a fence.
18. The leafy bush to the left of the path begins to glow an iridescent hue.

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19. You stumble upon a small shrine dedicated to a deity of travelers. In the middle of the shrine you see a statuette with cupped hands, on which you can drop a coin for good fortune.
20. Natives accuse the party of sacrilege and desecration, their ancient burial ground disrupted.
21. A line of ducklings follow their mother across a busy road.
22. A leather cord ties a well-groomed speckled horse to a nearby tree. The horse is fitted with an elegant but empty saddle.
23. You approach a caravan of camels. It travels in same direction and the leader invites you to escort him as security.
24. The road passes through a ruined, burned-out town that seems abandoned.
25. A powerful storm forced you to take the only available refuge - an elderly couple's home, whose every room held numerous open cups of pungent hibiscalyptus root essence. The heated cups over the stove further suffused the air with it. Now, some days down the road from them and several washings later, you can still smell the sharp aroma upon your gear and clothes.
26. You notice three small jars sitting in the middle of the road. One is open. You also see a bloated body lying with its back towards you. As you approach, you hear loud buzzing from the bushes nearby.
27. A scraggly man sits at the crossroads. He offers dreams at a bargain price. To show he is being literal, he takes out a bottle containing a purple mist swirling inside.
28. A funerary procession winds its way along the road, the clerics beseeching all they encounter for donations to the faith.
29. A robed man bars the path and demands a toll, boasting of his great power as a wizard.
30. The party falls in with a group traveling to a religious shrine. Eventually, the party becomes aware these are actually members of an opposing religion who plan to desecrate the shrine.
31. A naked minstrel asks for a lift to the nearest Inn where he left his clothes and money to pay for your troubles.
32. The PCs travel through an area suffering from a heat wave. The mid-day sun is exhausting and takes its toll on the characters.
33. A riderless horse gallops past the party, its saddle marked by claws.
34. All of a sudden the weather effects end, and all that remains is a silent twilight where the winds are dead calm.

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35. The carriage is overturned and all the passengers are dead. Or are they undead?
36. The party happens upon a simple steel ring that causes the wearer to switch to the opposite alignment.
37. The cemetery below the road is haunted by the tortured spirits of the murdered. On the full moon they rise up as skeletal aspirations and wraiths and terrorize travellers, pulling them into the catacombs below.
38. A small group of kneeling, lifelike statues, frozen in fear or supplication.
39. The road leads through a tunnel. Halfway through, the party finds a major wall and roof collapse revealing a large passage running adjacent to the road, with flickering lights visible further in.
40. A pack of five feral puppies eats a kobold corpse in a crossroads area. They are less than a year old and they are a terrier breed meant for hunting. The leader of the pack is the best-fed and is not afraid to posture at the party if they get too close to the pack's latest meal.
41. The bridge is guarded by shady-looking characters who claim to be "toll collectors."
42. The routed remnants of a military group beg the PCs for help and assistance.
43. A burly man sits next to a hay-wagon with a broken wheel. He waves in despair when he notices you.
44. A pair of griffins driven from their mountain home by a beholder.
45. Alongside the road, a man calling himself The Amazing Steve asks the party if they want to see a performance of his trained pets. The slightest affirmative answer causes Steve to give a whistle, and a huge swarm of ravenous locusts suddenly manifests.
46. A man stumbles onto the road, clearly wounded, followed by a score of crows.
47. A wagon train stopped on the road blocks traffic as the drivers feed their animals and fill waterskins in a stream.
48. Unusually verdant and overgrown patch of road, with bandits wrapped up in vines begging to be let free.
49. Partial eclipse of the sun.
50. A strange sign carved on a tree near you seems fresh.
51. The tower ahead topples down on the hillside and showers the road with enormous stones.
52. A fat friar hurries past the PCs mumbling, "It isn't fair."

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53. The road is crossed by many animal tracks, as if a herd of beasts all crossed at the same time.
54. An evil wizard tied to a stake, body still smoking.
55. A traveling peddler sells animated toys.
56. Heard before it is seen, a crying child sits alone in the middle of the road.
57. A glowing fog engulfs the road.
58. A lone foreign knight rides by.
59. An earthquake drops the group and a large section of road into a sinkhole or chasm.
60. A strange dog or other animal follow you at a distance.
61. The road is riddled with pockets of quicksand.
62. After one of the group treads in something sticky, animals start following the character with curious interest.
63. Two groups of pilgrims from rival faiths block the road as they engage in aggressive debate. Each side appeals to the heroes for help.
64. A large mob fleeing from something heads towards you.
65. Three young men work on tipping over an occupied outhouse.
66. A partially collapsed bridge has just two supporting beams remaining.
67. A travelling blade-sharpener offers a special deal to the PCs to improve their magic weapons, but later the PCs discover the magic in the blades seems to be gone.
68. A tall rock overlooks the road. As the group passes, a filthy hermit babble prophecies and throws rotten food at them.
69. A group of angry-looking peasants are in the process of lynching someone from a tree by the side of the road.
70. A glint of light upon the road draws your scout's attention. A small holy symbol lies in the open, abandoned.
71. The King's men are repairing the road for the next 5 miles.
72. A massive feather spirals from the sky to land on the road as a huge shadow passes overhead.
73. A spreading sinkhole is destroying the road, making nearby terrain precarious.
74. The road is filled with giant potholes. Sounds of scratching and scuffling come from one of the pits.
75. A rusty suit of armor is home to something odd.

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76. A sailor traveling home with his sea-chest has a heart attack.
77. The remains of an ambush litter the road, but the wounded courier struggles to the last to deliver his message.
78. A band of orcs runs toward the party. They look over their shoulders and try to run through the party. Something dreadful has terrified them, something behind them, ahead of the party.
79. Ruins of an ancient gate have fallen, blocking the road.
80. Ambush: a fire lit behind the party. Hidden threat: spearmen forcing the possibly panicking steeds and pack animals off the road, archers in trees.
81. While on the road the PCs come across a traveling merchant going the same way. The merchant asks if he can travel with them to at least the next village. During the night the merchant will attempt to steal from each PC. In the morning, if no one notices the theft, he will attempt to leave.
82. You traverse a darkened path through light woods, a glowing chariot appears above the trees to one side.
83. The sign ahead reads "Road Work Incomplete".
84. An (innocent) escaped prisoner beseeches the party to help them hide.
85. The remains of a traveling circus.
86. A bright yellow sign with black markings seems to represent a man holding a tool of some sort.
87. The PCs see a group of travelers surrounded and attacked by lesser monsters. Pack animals and steeds lost, the survivors have taken refuge on a large rock.
88. A wandering troupe. They might ask to entertain the PCs for a fee, rob the PCs or talk about a big event happening further up the road.
89. A wagon ahead has overturned. It appears to have been carrying four large metal containers that are now scattered about. The driver lies dead, some wicked pustules marking his exposed skin. One of the containers looks like it might be leaking some sort of liquid.
90. An old stone cottage, overgrown with bushes and crab grass seems sturdy but abandoned.
91. A giant stands by the roadside helping passers-by over a recent rockfall for a modest fee.
92. The group comes to a wilderness trading post on the trail. The cantankerous old-timer who runs it offers a bounty for scalps.

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93. An enigmatic pair of monks who refuse to acknowledge the PCs.
94. Traveling off the main road, the PCs feel like they are being followed. Who is hunting them?
95. A wounded assassin needs a place to regain his strength before continuing on his way.
96. A thick rope lies flat on the ground across the road.
97. Three types of meat hang on a spit over a campfire in a makeshift camp. You try to convince yourself that it is indeed animal and not humanoid that sits above the open flames.
98. The snowy road hides a collapsed sinkhole that will deposit the party on a slalom slide down a mountainside, with a course threading through large pointy outcroppings.
99. A rider stops to ask for hurried directions. The rider thanks them and races ahead. When the PCs reach the next town, fresh Wanted posters are being nailed up with the group's faces sketched on and accusations of heinous crimes in the last town back. The locals all stare at the PCs.
100. A well-spoken bugbear wearing fine studded leather armour is trapped under a fallen tree. He implores the party to come to his aid.
101. At a river with slightly submerged ford, a sign reads "Ware the Greenteeth."
102. An endless animal herd grazes in the middle of the road.
103. A weathered obelisk sits by the side of the path. Someone has recently carved a message into it in an ancient script.
104. Sharp rocks have broken off from a cliff and tumbled onto the open road.
105. An illegal logging or mining operates nearby.
106. You spy a chicken on one side of the road, looking diffidently at the other side.
107. A land mine lays in wait for the PCs.
108. A ranger stops by the group's camp one night and gives them advice on the trail ahead, places to camp and a tavern where they can get good rates if they mention his name. All his advice is good, but when they mention his name at the tavern, they're told he died years ago on that very road.
109. Shopping list for potions lies on the ground.
110. The King has enacted a toll bridge. Several peasants were unaware, and cannot afford the toll. They accost the PCs demanding then begging for change.

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111. The road leads you to an icy arch traversing a deep chasm whose vertical faces dive down so far below you cannot see where they converge. The slick surface and stiff wind present a tricky challenge to your footing.
112. Scattered coins from a land you don't recognize shine inside the torn remains of a pouch.
113. On a bridge, the PCs hear the roar of water much louder than the river they cross. Then the river level drops. Sounds of combat upstream reach the PCs' ears. At the battle site, mercenaries are trying to capture a water elemental. The elemental is good-aligned and will appeal to the party for help. The mercenaries, if aided, will not split their bounty from the wizard who hired them. The elemental, if rescued, will reward the party with random treasures from the river bottom, but the PCs acquire the enmity of the wizard who posted the bounty.
114. A wizard rushes up to the PCs, running faster than a horse. The spell runs out soon, and he'd like company until his magic has been replenished.
115. A band of children, hungry and footsore, who earnestly claim to be on a crusade to the Holy Land.
116. A beheaded giant's corpse lies across the road, blocking it.
117. A bare-knuckle fight in a dusty ring on the roadside. Crowd size?
118. The party starts finding neatly severed body parts discarded on the road. An ear, then a finger, then a tongue.
119. It is known this road leads straight to the next village with no side paths. Nevertheless, the road forks. A well-dressed attendant offers his counsel on which path to take.
120. Outside the entrance to a silver mine, a group of protesters wave signs and shout racial slurs about dwarves stealing human jobs. As you watch, a group of dwarves entering the mine is set upon by some of the protestors.
121. A dozen arrows rain down into the road from a great distance ahead of the party.
122. Thousands of bats stream across the sky as the sun falls from view.
123. A nesting magpie swoops the party.
124. Alongside a busy road, an enterprising merchant has set up a small casino. Dice and cards are available, but does the merchant have a gambling license?
125. A mechanized vehicle spews smoke from a large funnel and makes a hell of a racket. It diverts its course and increases speed when its occupants notice the party.

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126. The street is strangely deserted. Not a soul walks the pavements and litter swirls in the breeze. An unmanned cart with squeaky wheels rolls onto the street.
127. A weathered old woman offers her camp to travelers, and a free meal. Looks like your lucky day.
128. The party hears a long stream of invectives from further up the road. Then they spot a head upon the road - a person still alive, buried up to his neck.
129. The road is littered with fallen leaves that cover a new pit trap.
130. A bear carcass blocks the road.
131. A small crude sign with Natural Hot Springs handwritten in charcoal points to the east.
132. A farmer's family welcomes all travelers with free lodgings in the stables.
133. An undead army marches down the road.
134. A spring trickle of rain smiles on the farmers this day.
135. A dragon flies across the sky.
136. A sentry animal such as a bird, dog or rodent raises the alarm.
137. Two men exchange blows in the distance. Each accuses the other of stealing a family heirloom.
138. A humanoid dead by the side of the road with a knife in its back.
139. A man hits a donkey with a branch and shouts, "Move, you flea bitten piece of crow bait!"
140. The road is blocked by guards searching for violent criminals. Do the PCs look like the escaped convicts?
141. A work gang labors to resurface the roadway under the watchful eye of the law. The arrival of travelers gives some of the work gang members the distraction they need to make a break for freedom.
142. Jumping over these puddles would be a far easier a task if the road did not run right through a swampy bog landscape.
143. A row of freshly dug graves line the side of the road, exactly the same number as the party.
144. Along the side of the road you come across a long row of roses...do you stop and smell them?

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145. A parasitic dimensional traveler accompanies the PCs until attaching to one and sucking his life out. Any attempt to remove the traveler will harm the character he is attached to.
146. A traveling peddler offers to sell the PCs a crystal ball at a huge discount.
147. A bounty hunter with a prisoner would like to join the PCs until the next town. The prisoner likes the opportunities this brings.
148. An arrow hits a nearby trunk, a message wrapped around the shaft.
149. A seemingly empty wagon hurtles down the hill towards you.
150. A famous bard and his boisterous entourage pass by on a two-horse carriage.
151. A group transports the body of important person to another place for burial.
152. The road stops at the jagged hole of a collapsed mine shaft. Something glints in the shadows.
153. A fat drunk bard sings praises to the gods.
154. The long mountain road leads to a tunnel. As it progresses deeper into the rock, it grows wider and develops a flagstone surface. At length, it emerges unexpectedly into an underground city.
155. A group of much more powerful adventurers meet the party on the road, heading back from a nearby dungeon. They brag about the monsters they slew and loot they found there, and say there's probably a few scraps left behind that weren't worth their time to pick up, if the group hurries.
156. Beneath the shade of a lone tree sits a messenger boy. He's exhausted and will tell every passerby he is re-considering whether he's in the right line of work.
157. Whoo-eeeeh, what is that? A terrible stench fills the air. The PCs must roll below their Constitution score or vomit. Dead bodies, a dead monster, whatever you wish, lie rotting in the bushes.
158. A cat wanders into the party's camp. It does not meow. It will eat if offered food, and may show appreciation with a little rub, but otherwise stays out of the way. It will follow the party for a few miles, and if ignored, it will leave.
159. Just off the road ahead, bedrolls surround a bubbling cauldron over a stoked campfire, but there's no one in sight.
160. Workmen replace a wooden bridge with a stone one. The detour is a day or more out of the way. The workers have finished a narrow path of stone, and might be convinced or bribed to allow you to balance your way across the precarious ledge. Watch your step.

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161. A wheel breaks or comes off your wagon.
162. Your party hears a clatter of weapons and spirited invective before rounding a bend to find two men dueling about the roadway.
163. An elderly man sits patiently beside the road with a folding chess set. He invites the PCs to stop, rest and play chess for a while in the shade.
164. A unit of archers are out practicing their shots on the King's Highway. Beware stray arrows.
165. Several sets of footprints are still visible from what appears to be a struggle from the night before.
166. A sign that says exotic animals points to a path off the main road.
167. A bridge is missing. Where it used to be is now a ferry service, for a sizable fee. The ferry looks like it might consist of bridge parts, and only takes a few travelers at a time.
168. An annoying bard insists on joining the party.
169. A talkative, intelligent parrot tries to persuade the party to take him to a nearby druid who can change him back into the person he was.
170. Crucified men line the road for the next mile. One of them is still alive.
171. A man swings down from a branch and proclaims to be the god of predictability.
172. A cloud shaped like a holy symbol scuds out of sight.
173. A startled and disheveled merchant approaches and warns you to be careful of the road up ahead. He tells you a large number of locals have taken to harassing and, in some cases, robbing all who travel the new road that bypasses their town. Apparently, they are upset about the dwindling trade from people bypassing their town and have decided to take matters into their own hands.
174. A friendly rabbit is actually a polymorphed princess from a far away land. She asks for help.
175. Cloying, wet mist makes fires difficult to start, papers soggy, bows unreliable, sword handles slippery. It also puts everyone in a sour mood.
176. A huge crevasse splits the road in front of you. A rider sits on a horse across the crevasse and calls out to you in an accent: So, the marquis sent someone after all. Throw the ransom across now or he'll never see his precious daughter again!Ó
177. A woman cries for help as she weeps over her husband's body. However, when you approach, a band of thieves spring from their hiding place and advance towards

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you. It is then, to your dismay, you notice the woman and her “dead” husband have drawn long daggers and are also advancing.

178. A voice from the bushes by the road shouts, "We have you surrounded, Torvik! Your villainy ends here!" But who's Torvik?
179. A pay-wagon heading for a nearby army trundles past, with not quite enough guards to challenge the party.
180. Someone plays pipes up ahead.
181. You see the remains of a trade cart. Closer inspection reveals corpses several feet away from the road, half buried, dragged there by the raiders.
182. A group of robed scholars trade useful information in exchange for obscure lore.
183. The road reaches a river. The ferry is on the far side, but no one is around.
184. Strange noises come from the ground.
185. A large mass of snow or rocks have collapsed into the hollow through which the road leads, impeding forward progress.
186. A stranded traveler standing on the side of the road is the bait in a trap.
187. A depressed bard bemoans life.
188. As the road turns through a dense part of a forest, the party stumbles across a worn footpath carefully camouflaged with scattered underbrush and branches.
189. A large wyvern suns itself in the middle of the road. It looks asleep.
190. A laden cart proceeds down the road opposite the party, bobbing as though ox drawn, but with no apparent means of propulsion.
191. A funeral procession winds its way along, complete with mourners, priests and servants who carry an ornate coffin.
192. As bandits attack, the PCs realize a friend of theirs is among the robbers.
193. A travelling merchant wants to buy a particular item from one of the PCs and refuses to take no for an answer.
194. A traveler flees towards you, utter terror etched over his face. As he runs past you he screams a warning to flee the giant green monster that is around the next bend in the road. After watching his fleeing form disappear down the road, by chance you happen to glance something odd lying off the road behind some bushes. Closer investigation reveals some timber off-cuts, some discarded papier-mâché and a half empty tin of green paint.
195. An unusually thin and dirty snow bear stands on its hind legs and roars. It looks hungry.

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196. A beautiful magical thing - such as a dryad or unicorn - flees from a mage. It's afraid and seeks help from the PCs.
197. A cattle stampede surges toward the PCs.
198. With a rumble, a rockfall hurtles tons of tumbling stone towards those on the roadway.
199. A group of masons push carts of materials towards a town.
200. A dirt path leads to a mound of stones pierced by a rusting longsword close by. Supplicants wait in line for their turn to pull the sword out.
201. A roc has roosted nearby. PCs witness it taking cattle.
202. A long column of mercenary light cavalry canters down the road.
203. You find a large leather bag of gold coins on the side of the road. At the same time, three members of the guard ride up to you.
204. The PCs spot a person in the distance who disappears.
205. There is a mysterious flicker ahead, and one member of your party suddenly stops, paralyzed.
206. A cart piled high with corpses sits in the middle of the road with not a living soul in sight.
207. The road crosses a deep ravine via a bridge made of slightly-melted ice.
208. A stray dog runs down the road with a boot in its mouth. A moment later, a PC realizes a broken bit of bloody shin-bone sticks out of the top of the boot.
209. A patrol of bullying foot soldiers demand road tolls.
210. The ground grows hot and foul steam rises from new-formed cracks in the roadway.
211. A group of nomadic vagabonds approach in brightly painted wagons. A cousin of one of the PCs travels with the nomads. The cousin wants to see the world, but the PC knows her family would want her back.
212. A band of kobold hunters hides and watches the road for human prey.
213. A scruffy, twitching man digs a hole in the middle of the road.
214. Several girls wash in a nearby river. A stern matron gives the PCs the evil eye.
215. Who eats like this? A small pile of cow, horse or sheep remains lies decomposing next to the road. The remains are mostly legs and heads bitten off by something with HUGE teeth.

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216. A single warrior stands armed with shield, sword and spear unmoving in the middle of the road.
217. A leathery-faced farmer asks for help. He runs a successful bee farm and produces the best honey in the land...or he did. Yesterday he purchased a new queen bee, but after gorging herself on the farmer's existing honey overnight, the queen has grown into a giant bee and gathered the farmers' bees into an aggressive swarm that attacks anyone in the vicinity.
218. A group of farmers, bringing goods to town for trade, are willing to barter or exchange gossip.
219. As the road rounds into a hollow, your party happens upon a bandits' ambush, but the bandits are waiting for traffic coming from the other direction.
220. Psst, do you want to buy a crystal ball that really works? It's cheap! says a shady character while sneaking up on the PCs. (The price is cheap, and you might even lead the PCs to believe the ball works when they try to use it for petty things, but it is unreliable, maybe even cursed. And the big problem is that one or more groups of NPCs badly want this crystal ball.)
221. The dark forest the road travels through is home to giant spiders that drop onto the party.
222. An enormous rock blocks your path.
223. A band of rowdy centaurs camp beside the road, scaring away the peasants who work the nearby fields.
224. Army ants cover the road for the next 40 feet.
225. A crazy man points at a PC's equipment and lists its magical properties - and he's right!
226. The PCs encounter a cattle stampede. The stampede is nearby but no threat. What caused the stampede?
227. A reanimated corpse sits in the road, but does not interact with the party in any way.
228. Murdered travelers litter the road - they begin to animate.
229. A traveling mage performs tricks and sleight of hand before a large crowd just outside town. While the mage has every eye captivated, his compatriot moves through the crowd, pilfering items.
230. A small enclave of garish artists approach on a horse drawn cart. One member is naked and some of the others appear to be sketching him.
231. A family is stranded on the side of the road.

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232. It appears travellers here have two choices. The high road (plagued by giants) or the low road (plagued by lizard men).
233. The leading PC is attacked by a mammoth shark-like creature as it erupts from beneath the surface of the road.
234. A young couple feverishly digs alongside the road, bickering all the while. It seems they're after something valuable buried by the road.
235. A tree not normally found in this area (think palm tree in Scotland).
236. A huge creature crashes through the forest to your left, breaking trees as it approaches the road.
237. A little girl in a red cloak skips down the road.
238. A dollhouse sits abandoned on the bridge ahead.
239. The party catches up to a slender young woman disguised as a boy travelling along the road.
240. Beggars accost the party, pleading for money.
241. A large pool of congealed blood lies in the centre of the road.
242. A gentleman offers the PCs a chance to sleep in his house for the night, but alas, he and his family have rather Procrustean ideas about guests.
243. Orcs gather twigs and berries along the road with a clear, non-hostile purpose. Will the PCs attack just because they are orcs?
244. A fierce yell pierces the air as the sound of thundering hooves grow closer.
245. Prisoner's Road parallels the river. Old prison cages, iron maidens and hanging cages stand along the side of the road for several miles. Some are empty, while others contain the remains of the once living.
246. A travelling salesman and his gaudy cart, complete with fast-talking snake-oil offers and a dancing monkey.
247. A tearful family of wandering merchants block the road. Their youngest son has run into the "haunted forest" and are too scared to rescue him.
248. A tree falls onto the road. Then a fireball blows up the tree. It appears the PCs are in the middle of a skirmish between druids and fire wizards.
249. A lynch mob demands the party join them.
250. A small party of armed knights under a noble's banner approach. Their outrider tersely demands the party yield the road.
251. A dancing cloud of will-o-the-wisps or fireflies leads a hypnotized traveller.

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252. Ambush: a huge troll demanding bridge toll. Hidden threat, the troll has weakened the bridge.
253. You hear a hoarse, rasping scream from the sky, and see a hawk soar overhead before it dives into nearby trees.
254. The road surface starts to buck and writhe, trying to throw the group off. Is it an earthquake or a territorial elemental?
255. A spider web blocks the road.
256. Two dozen townsfolk chase a tarred-and-feathered merchant out of town.
257. Substantial drag marks on the road lead into the nearby verdant foliage.
258. Flowers by the roadside turn their heads to follow the party, and they're getting larger.
259. A convenient ford through the wide river crossing the road is home to piranhas.
260. Militia stop every wagon and search the contents of every bag and wagon box. You count 20 soldiers in all, each one armed with a pike, sword and shield. These are an elite tactical group who appear good at completing missions.
261. A beehive buzzes angrily on a branch overhanging the road, and beneath it a figure lies gasping and puffy with dozens of stings.
262. An overturned beer cart lies in the road. Nearby, an enormous troll snores loudly, surrounded by empty kegs.
263. The locals use two or more names interchangeably for certain roads, but the maps or directions the PCs were given just use one.
264. A group of armored soldiers approaches you and demand food.
265. The rope bridge across the chasm has been chopped loose and dangles on this side. Did someone fleeing to this side cut the bridge, or is someone trying to trap the PCs?
266. High level clergy rides by in a secure carriage, escorted by four heavily armed guards.
267. A dryad weeps along the roadside meadow.
268. A tunnel with a bricked up entrance spans the road.
269. The road enters impenetrable wilderness and the only means of continuing on is via a canal.
270. A disturbing sighing noise comes from an old well at a side of the road.
271. A sudden snow storm blankets the road without warning.

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272. A set of shackles lies at the side of the road.
273. A couple has chosen a small glade along the road for their wedding. However, the bride is weeping and the wedding party is frantically scouring the grassy area, for it seems the ring has been lost or maybe stolen.
274. A boy rushes from a dilapidated, roadside tower claiming he has found the hideout of local bandits.
275. A pompous noble stands in the road, flogging and shouting at his injured horse.
276. A village can be seen to the west. It isn't on the PCs' maps.
277. A scared group of travellers huddle on a small bridge. The group explains that bandits in the woods beyond the river have stolen everything they have. As the PCs cross the bridge, they are ambushed by bandits hiding under the narrow bridge. The "scared" group are part of the bandit gang.
278. A placid lake swamps the road. Several stakes festoon the road near the lake's edge, each topped with a fresh skull.
279. On the side of the road an old man and woman yell at each other about who forgot to pack lunch.
280. An annual migration of flesh-eating or blood-sucking insects plagues the party's passage through a forest.
281. 3 pilgrims trudge along the dusty road, an old man and two young men. Simple travellers? Or are they more than they seem?
282. A military force tracks a fugitive and insists on searching the PCs' retinue.
283. The drizzle that has spattered its misery upon the party for hours graduates into a full-out storm, replete with lightning, crashing thunder and hailstones the size of plover's eggs.
284. A fast ship in the bay is bombarding the helpless port with siege engines. It's out of range for the locals to deal with, and possibly not alone.
285. A strange mist descends from nowhere, limiting your vision of the road.
286. As you make slow progress down a deeply snowed over road, bandits dressed in white burst from lumpy mounds of snow to surround your party and demand your valuables.
287. Two noblewoman argue about who is the most beautiful, and they want a PC's opinion.
288. A haunting sight greets all passerby as skeletons swing loosely from a steel barred fence.

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289. The party takes down a stag for venison, but the stag is protected. It is one of the deer kept by a group of druids and their worshipers, who begin to hunt down the party with plans for dealing with them.
290. Pillars of flame and smoke manifest on either side of the road. As the party draws closer, they see two wizards hurling spells and epithets at one another.
291. Brigands use this road often. Recently the brigands attacked and looted a merchant caravan. Guards mistake the PCs for the brigands.
292. A large crystal ball made of worthless glass lies half-buried in the ground. Upon viewing, it offers a clue or hook to upcoming adventure.
293. You stumble upon an old scroll case wedged between a tangle of tree branches. Inside is a village's charter of rights and freedoms.
294. A drunken traveler carelessly toys with a loaded weapon.
295. The road leads through a dense forest. The tranquility is broken by the blasting of an orc warhorn, followed by about 50 orcs crossing the road.
296. A tinker's cart with pots, candles and other small items sits parked and abandoned by the road.
297. A giant spider web covers the road.
298. Two strumpets (one half-elf and one human girl).
299. Sickly green foam flows down a nearby hillside and over the road, dissolving everything organic in its path.
300. A boisterous wedding party dances towards the PCs.
301. A wounded hitchhiker comes into view.
302. A dead magic user clutches a scroll in his stiff hand. The scroll says something important.
303. Crashing branches and undergrowth ahead stop suddenly as a young child bursts out in front of you. He looks wildly in your direction and pleads, "Help me please they're coming!"
304. A horse thief poses as a reputable merchant and strives to sell his stolen horses to travellers before the law catches up to him.
305. From the bushes you hear the soft sobbing of a small child.
306. A man steps from the woods and introduces himself as Captain Feeny.
307. A paved road recently rebuilt with stone from nearby ruins. The group notices some stones are carved with odd patterns. Put together, the patterns make up a mural showing the location of a valuable treasure/dungeon/great monster.

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308. A huge, magical, glowing rock sits in the path. It hums louder when approached...like a bomb.
309. A cart filled with caged children rumbles down the road.
310. The warm rain that never seems to stop threatens the quality of goods carried by the travelers.
311. A hooded farmer struggles with a broken wheel on his wagon over-full of turnips.
312. A dead lion lays in the road, the victim of a swarm of wasps.
313. The sunken road is flooded out with blood.
314. A single stone has been recently erected in the center of the road.
315. Kobolds burst out of the forest in panic in front of the party. What has them running?
316. A chest lies forgotten in the middle of the road. Inside is a cursed magical artifact or treasure best left untouched.
317. Three men chase an uncooperative horse.
318. A hooded man driving a wagon covered with a black cloth passes you with good speed. You notice a coffin as the cloth falls off the wagon.
319. A knight bearing the crest of a local lord is found rusted into his armour, in an uncomfortable position, by the side of the road.
320. A giant footprint lies along the path. There are no other signs of such footprints in the area.
321. In a shallow ravine parallel to the road, you see a large number of broken carts, wagon wheels and axles. The road subtly narrows at the same time.
322. A crook-backed man covered by a black cloak limps along with a twisted rod. He shouts, "The end is nigh! Repent!"
323. A toppled wagon, covered in blood and claw marks, lies on the road.
324. A great stone bridge built over a chasm or river is bookended by gate houses. A box near the closed gate bears a sign: "2gp" with an arrow pointing at a slit in the box. Everything is silent inside the gatehouse but you see a hooded figure walking away on the other side.
325. You awake to find everything you own has been removed during the night. Fearing theft, a quick search reveals twelve sets dwarven tracks, one set of unidentified human tracks and, lying in the middle of your campsite, a smoldering pouch of herbs that, when you sniff them, make you feel slightly drowsy.
326. A mother begs travelers to find her missing son.

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327. An enormous dragon lands on the road in front of the group. It asks for directions to the capital, gives them a generous tip and then flies off with a loud proclamation of intending to raze it to the ground.
328. The remains of a house stand beside the road. The walls are crumbling, but the fire place looks serviceable.
329. A trans-dimensional tinker.
330. A scarecrow in the clothing of a court jester has been erected in the middle of the road.
331. A copper coin lies on the ground. What luck!
332. You come across a small shrine dedicated to a holy deity. A small fountain provides you with refreshing, cool water.
333. An exotic, almost alien weapon or tool lies on the side of the road.
334. An NPC seeks the protection of the PCs. To grant it makes her enemies the PCs' enemies, and gives them the responsibility to protect a high-profile, fragile person.
335. You feel as though the road's cobblestones are speaking in your mind.
336. Ambush: hostile forces behind a barricade. Hidden threat: a strategically placed pit trap.
337. Where the road goes down and then up, marsh lands have taken the road over. What remains is the road is soft and sticky, with disease a risk too.
338. Recent signs of a fierce battle mark the road and the land around, but strangely there are no bodies, broken weapons or any other materials within sight.
339. There must be a hundred coins or more leaving a trail off the road.
340. A lute hangs from a limb.
341. The ferry boat on the far side of the river appears untended. On this side, the rope that guides the ferry is attached to a massive pulley, ready to ratchet back across the river.
342. Up ahead you see a young boy holding a sign and jumping up and down. As you get closer you see the sign reads "Prof. Hardwick's Hall of Wonders." The boy excitedly exclaims this new attraction has just opened and today only admission is a mere 5 coins.
343. A large pool of water blocks the road, the surface ripples even though there is no wind.
344. Buzzards circle a broken down wagon with dead livestock lying all around.
345. The PCs chance on a farmhouse on fire.

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346. Debris spotted at a distance turns out to be a modest collection of helmets, weapons and ammunition abandoned upon the road.
347. A field of kites litter the sky, their strings streaming down into a valley hamlet below.
348. A flood washes out a riverbank, exposing a rotting coffin.
349. A belligerent drunk wanders into the group's path demanding alcohol, money and to marry their horse.
350. A wandering soothsayer demands a contest of will before revealing a prophecy.
351. A pile of discarded clothing and equipment on the verge, and laughter coming from the trees nearby.
352. The party interrupts a burial at a crossroads.
353. A bounty hunter rides past, leading a badly-beaten captive on a chain who struggles to keep pace.
354. A travelling magician is hitching for a ride.
355. A circuit preacher makes the PCs his special project.
356. In the distance you can hear the music and dancing of the local brothel. Home to the most beautiful ogres and bearded dwarf women in the land. Take your pick.
357. A knife without sheath lies glittering in the stream below.
358. A life-size chess set straddles the road. As the PCs approach, one of the pieces moves towards them.
359. Mighty bolts of lightning begin striking the ground around the road.
360. A lone commissar stands among the bodies of several deserters he has just executed.
361. PCs discover a fresh grave marked with a helmet resting upon a sword thrust into the earth.
362. You meet a caravan of camels going in the opposite direction.
363. The PCs mysteriously repeat a piece of road they already passed, though the route has been dead straight to this point. The road even includes their footprints.
364. A panicked and exhausted traveler staggers up to you and begs for protection. He tells you that, for no apparent reason, a group of thugs set upon him and tried to kill him about a mile down the road. He managed to slip into the tress that border the road, but he is afraid that the thugs will find him again soon.

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365. The wilderness is controlled by a dragon. It has a nest not far from the road. The PCs are approached by the dragon because it needs their help.
366. A dozen townsfolk are running after a fleeing woman and attempting to stone her to death for being a prostitute.
367. Two other adventuring groups argue in the middle of the road.
368. A white stone road cuts neatly through a festering swamp. The stones are carved with protective sigils and regular dire warnings not to leave the path. Then in the middle of the swamp the road ends, the stones shattered and blackened.
369. A devastating tornado sweeps toward the road, tearing up trees and flinging boulders.
370. A wizard argues with his broom.
371. A man or creature falls from the sky.
372. A towering slot canyon seems to be the only path forward - the perfect place for an ambush.
373. A sign reads "Danjer ahead!"
374. On the side of the road sits a farmer. In his hands is a shredded blue dress, the size of a child and he clutches it to his chest, sobbing. Behind him is the smoldering ruins of a farmhouse.
375. A band of young halflings stroll by happily, playing musical instruments. They salute the PCs as they pass and try to pickpocket them.
376. PCs encounter the camp of a woman, her hen-pecked husband and their children.
377. A old board game lies in the middle of the road (it does nothing, but watch the PCs squirm).
378. You hear the rumbling, and feel the road thrumming beneath your feet. To one side, the view is obscured with dust rising up from the ground. Shapes rushing towards you resolve into cattle - hundreds of them, all running for their lives.
379. The party crosses paths with the adventure's villain en-route to do another evil deed.
380. A gypsy has set up a tent along the busy roadside, asking for a coin to tell your fortune. (The fortune could be nothing, or foreshadowing.)
381. A bandit steps out of the woods before you and demands passage (1 gold piece per traveler). If challenged, he claims his men are hidden in the woods ready to shoot at his command. He takes a step backwards and a crossbow bolt embeds itself in the ground before him.

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382. A member of a despised race struggle to carry a load of mundane goods.
383. A passing mail-courier's horse gets spooked and throws courier. The courier dies in the fall, and the mail bag has the seal of the King's Head of Intelligence.
384. A rainbow rises from the road just up ahead.
385. All along the route, the tops of the trees have been drawn and tied together over the road.
386. Minor royalty rides by in secure carriage, escorted by four heavily armed guards.
387. A coven of witches march along the hill's top path as the sun drops below the horizon.
388. A large, disgruntled mob of people blocks the entire road and refuse to let anyone past. Strangely, every member of the mob is wearing a red arm band.
389. While travelling on this road, none of your compasses work.
390. After camping for the night on the roadside, the party wakes to find a field of sweet-smelling flowers has grown up around them.
391. A lone hooded figure dressed in a long, dirty, red robe approaches slowly tolling a bell.
392. A brand-new shoe lies on the trail.
393. A gypsy caravan passes. They might have interesting items for sale or trade, but they have touchy tempers and strange customs. They might even want to capture a PC or pet to sell in the next town.
394. A thief tries to infiltrate the party to steal from them.
395. A fallen tree blocks the road ahead. You notice a path going around it but cannot see the other side.
396. An nearby tree is infested with animated objects that attack travelers that disturb their swarm.
397. A press gang accosts travelers just down the road.
398. A mounted patrol of soldiers ask travellers what they have seen, then pass on the King's warning to be law-abiding.
399. An otherwise empty stretch of highway, with two rival taverns facing each other across the road. The publicans try to outdo each other loudly on the discounts and benefits of their respective establishments to the party. Both seem desperate for customers.

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400. A massive statue stands by the roadside, so worn by weather as to be nearly featureless. Taken as a patron saint of travelers, offerings lay scattered around the statue's base.
401. Fog reduces visibility on the road, making progress riskier.
402. A restaurant owner offers fresh tea and a cup of rice to local beggars.
403. Arrows whiz out from both sides of the trail. It's an ambush!
404. The party finds a number of bodies, hastily buried by the side of the road and uncovered by recent storms. How do they give these people peace? Or should they: perhaps these are the bandits killed by earlier adventurers, or the adventurers killed by bandits.
405. At dusk or dawn, you see a man-sized shadow from the left side of the road waving its arms at you. "Over here, quickly, I've caught one!"
406. Workers block the road demanding an increase in wages.
407. A giant sinkhole opens up right in front of you.
408. Two precocious children offer to buff shields or dust boots for money. They follow PCs at a distance calling them names if rebuffed.
409. A stone guard tower has toppled over, blocking your way.
410. It started as a milk run, but the young noble you are charged with escorting has developed a bladder infection, and now the need for rest stops has become ridiculously frequent.
411. A sudden rain of fish, frogs, worms or other creature.
412. The PCs see an illusion of a ten mile deep chasm stretching to the horizon.
413. In a passage tightly walled with tall cliff faces, some of the cobblestones are blackened. Contact with these stones leaves scorches and burns on any exposed limbs. They seem to be increasing in number as the road progresses.
414. A long line of refugees trudges along the road.
415. A troll is doing a poor job hiding behind the shade of an old oak tree. What is it up to?
416. A prey animal runs past. Is it chased by a predator?
417. The remains of caravan hide a traumatized child whose family was captured by humanoid monsters.
418. Not long after leaving a village suffering from drought, the party happens upon a blazing forest fire.

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419. A person fleeing arranged marriage seeks refuge with the PCs.
420. Hairs rise on the back of a character's neck. It feels as if someone is watching them. Then they hear a whispered message. (For reference, the PC is on the receiving end of a Scry and Message cast through a Scry.)
421. A woman scolds her husband loudly as two tearful children look on.
422. A small man cuts grass with a sword.
423. The road through the forest is closed because the King is hunting and does not want the deer disturbed.
424. You approach a washed out bridge on a dry river bed.
425. The road is closed for construction.
426. A farmer with a slow oxen team blocks the path ahead.
427. A mob of mutated animals stumble onto the road and advance towards you. You can't help but wonder what caused these animals to undergo such an unholy transformation.
428. A man with many masks walks towards the party. He has a strange gait, like he's bouncing instead of walking. He says, "Excuse me, I have been traveling very far and am looking for a sparring partner, could you help me? If you win, I'll grant you one wish, if you lose, no harm done and I'll be on my way." This man is a mimic, and all abilities will be copied by him. The way to "win" is to stand there for a few turns doing nothing.
429. A tree full of wind chimes.
430. A ranger chases after a talking frog.
431. In need of food and shelter from the elements (or from enemies), the characters come to a ruined tower full of revelling adventurers. But the Rules of the House say no one may enter until they have entertained the rabble with a rousing tale.
432. Mmmm, the sweet smell of tarts and pies fill the air. Right in front of you are the cooling pies and sweet treats nicely placed on a raised stone table. No gnomes, halflings or fairies about. Perhaps they would not miss a tart or two.
433. The PCs happen upon a shimmering pool. A knowledgeable PC might know the legend that says the pool is said to show an individual exactly where he or she shall be in two years time.
434. A toll-booth with guard and an official Inspector who wants to confiscate something strange or valuable.
435. Travelling freak show, filled with freaks, secrets, dangers and opportunities.

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436. Picked mushrooms lay on stump to dry.
437. At the end of a long day's ride, the party looks forward to the comforts and familiarity of the Embridge Inn. But as they round the bend, they see the courtyard gate ajar and even more ominously, Kendrick the duty footman nowhere in sight.
438. A fortune teller's tent stands at a crossroads.
439. A rainbow bridge leads to some weird magical dimension.
440. A large barrel lies on the side of the road, guarded by a young boy and his slingshot.
441. Human footprints head off in one direction, blood with drag marks go in another direction.
442. In an arid tundra plain, a wooden sign juts out of the ground alongside a faint path. A crust of ice and snow hides the sign's markings.
443. A book filled with illustrations of a wealthy family lays by the road side.
444. A bugbear and his bride ride by in a royal carriage.
445. A roadblock and checkpoint have been set up by local church militants.
446. When at the bottom of a steep sloping road, there is a rumble and a large boulder comes rushing toward the PCs. When the rock finally stops, the group spots old bloodstains and a kill-score carved into the side.
447. A deranged, barefoot man on the verge of starvation and wearing rags sits by the side of the road. He rocks back and forth muttering, "The hills have eyes...the hills have eyes...the eyes of the hills are alive inside." He ignores the PCs, but if anyone touch him, he screams out "Archan-galak!" in terror, collapses and dies.
448. An elf hunter proposes a contest of skill. "100gp to the first to bag three of the birds attracted to this pond."
449. A band of lepers or plague-carriers on their way to a nearby spring with supposed healing properties.
450. A man dressed in strange garb waits at a crossroads, looking confused.
451. A strange storm rolls in fast, and lightning bolts drop every minute within 50 feet of the party. There is no obvious cover on or near the path.
452. An abandoned and haunted farm provides a promise of shelter.
453. A great number of frogs appear from the heavens and crash down among the party members. If examined closely, the party finds a gold piece in the belly of each frog.
454. Druids are dismantling the road.

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455. The wilderness is controlled by a dragon. It has a nest not far from the road. The PCs are threatened by the dragon for a toll for using the dragon's road.
456. A strange old man offers the PCs a book in a language they cannot read.
457. In error, a company of knights on a quest hunts down the PCs for a terrible crime. When the knights realize their mistake, they insist the PCs join their noble quest to capture the evil criminals.
458. A woman on the road is actually a shape-changed harpy.
459. A shrine to a god of travel stands by the roadside. The shrine looks ancient but has been recently cleaned by someone.
460. Gnomes hold a yard sale.
461. A man in shabby clothes and bearing a pole with an unusual flaming taper affixed to its top passes you on the cobble walkway, lighting the street lamps for the evening.
462. Small wain, with a farmer and a donkey with dislocated knee.
463. A crippled goblin asks for help after being trampled in a hit-and-run.
464. Beside the road lie the remains of an old rotten catapult. Strangely, it seems as if someone is attempting to repair it, though whoever it is doesn't appear to be about at the moment.
465. The road quickly becomes narrow and overgrown with thorny plants that are poisonous.
466. Brigands ambush the party. After the fight, a search of the bodies uncovers a treasure map.
467. The den of goblinoids is shunned by most travelers, but a truce surrounds it as humans can't destroy it, nor can the goblins destroy the human settlement. Trading and socializing are possible, though dangerous. The PCs stumble into one of these negotiations as it turns hostile. If the PCs throw in with the humans, the goblins will run away. Then the human settlement blames the PCs for bringing the might of the goblins down on the area.
468. A young woman in simple clothes cries beside the road. She will explain she is a deer magically transformed into a girl by a cruel wizard who caught her stealing from his garden.
469. A deserted city made completely of glass appears out of nowhere in the middle of a fog.
470. An odorous mess of rotting fish litters the path.

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471. A large and colourful wagon is stopped by the roadside. A travelling troupe of actors practices their next show.
472. A furniture maker has a problem with low overhanging branches that interfere with the taller parts of his merchandise on his wagon.
473. Up ahead you see a landslide has blocked the road. The large stones and rubble the landslide brought down have made the road impassable, but it has also unearthed something strange.
474. You find a small, moss-covered stone with strange weathered patterns in a pouch. It is in the middle of the road and you don't see or hear anyone else around.
475. The day has been calm. Suddenly a strong gust of wind assails your party, holding steady for a long beat, followed by more calm.
476. You come across a patch of freshly scorched earth and blackened bushes on one side of the road.
477. Ambush: a mixed force of orcs and thieves. Hidden threat: infiltrator and sabotage in the PCs' traveling group.
478. A carriage is pulled over and the driver is looking for help - his passenger is giving birth.
479. In dense wilderness where only the road is passable, the group finds the trail covered in increasingly thick slime. The PCs eventually find themselves stuck behind an enormous and slow-moving snail.
480. A dog or other animal tries to make you follow it.
481. It is dark and a commoner stands next to a wagon with a torch, yelling a woman's name and begging her to come back. After a fight over something stupid, like when to camp for the night, she stomped off into the dark woods. The twist: his wife is a visibly obvious monster (like a giantess or centaur).
482. A carriage is stuck high up in a tree.
483. You're halfway across an icy bridge when motion below catches your eye. Through the nearly transparent arch, you spy an orca chasing a seal in the frigid water below.
484. A military force has taken control of a section of the road for reasons of national security. They refuse to let the PCs pass.
485. While resting at a small pond off the road, a flock of white geese land in the water. Soon afterward a lone goose lands nearby. This goose is a golden brown color and its feathers appear to shine in the sunlight.

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486. A portal opens and demons spring out. The leader says, "This isn't the slave city, is it?" Then they try to grab the PCs as a substitute.
487. Loud tribal shouts can be heard from about a mile ahead. Must be another local custom you need to adapt to before you make first contact.
488. You come to a stretch in an iced-over road where cracks form a latticed network across the surface.
489. A ship lies by the side of the road, but there's no water nearby.
490. A warm and hay-filled barn by the roadside is a far nicer place to stay the night than the open road. However, another group of travelers already rests there and are unwilling to share.
491. A large snake bathes its massive body along the width of the road.
492. Three dead cats, hanging by their tails from the branches of a nearby tree.
493. Eyes appear in the forest canopy above.
494. A traveling circus looks for a missing creature.
495. A toll booth requires all magic items be surrendered before entering the country.
496. A dangerous magical monster flees its former keeper. And now it's hungry. Do the PCs look like a threat or easy food?
497. A traveling paladin swears undying love to one of the PCs.
498. An executioner and victim walk towards the block. Guards and clergy watch with grim faces.
499. The group comes across a three-way traffic jam at a fork in the road, and three arguing wagon masters refusing to give way.
500. A leprechaun blocks the road.
501. In the morning while breaking camp, the PCs spot a bush that wasn't there before.
502. A beautiful woman, adorned in the robes of an enchantress, emerges from hiding near the road and implores you to lend her aid.
503. A rude toll collector (legitimate) demands payment for the King's Road.
504. A fearsome troll hangs suspended from a hunter's snare, the rope is slowly unravelling.
505. An odd-looking elderly man appears just out of bow range. He puts his hands on his hips and shouts, "Are you adventurers? If you are, have I got a deal for you!"
506. A character gets dragged 5 feet off the road by a mysterious force.
507. A blood covered map case lies beside the road.

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508. Two people argue over the possession of a goat.
509. A giant's thunderous and rumbling snores end abruptly.
510. You realize the road appears to have a face, and it is giving you an odd look.
511. You see children playing on the road. When approached, they look startled and run off into the woods.
512. Elemental storms churn ceaselessly around the battle-scared ruin of an ancient shrine.
513. None may pass. A knight bearing a foreign banner stands before the bridge. He makes it clear you will not cross unchallenged.
514. Old ring sticks out of the dirt.
515. Wow, what did that? An enormous pile of steaming fresh feces lies right in the middle of the road. It's a really big pile.
516. Now you see what has the vultures circling: a large animal carcass ripped to shreds and strewn about the road.
517. A burned cart rests in the center of the road. The attacker is still at the scene, devouring or looting the corpse of the driver.
518. A group of pilgrims travel to a holy site.
519. A festival or pilgrimage in a field beside the road celebrates the holiday of a saint.
520. A multitude of shields, each bearing the heraldry of a different knight, hang from a nearby tree.
521. The sunlight at dusk or dawn is delicious and warm, though experienced warriors know it also reduces visibility towards the sun to nil.
522. The staff of the tavern where the PCs plan to spend the night have been replaced by bandits who now rob and murder unaware travelers.
523. An empty camp lies ahead. The fire's embers are still warm, but the ground is strewn with clothing, weapons and tent poles.
524. In an overgrown clearing on the road's edge the party can see the ruins of an abandoned guard tower.
525. Three animated broadswords weave back and forth in the middle of a steep-sided pass.
526. A pack horse slows and strains against a wagon. A company member asks volunteers to help pull the vehicle.
527. A full featured magical show plays in the town square.

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528. A large antlered deer jumps to the road, looks defiantly at the travellers and disappears into the bushes.
529. A large rock cube, covered with strange markings, stands by the side of the road.
530. A broken holy symbol inhabits one of the deep, encrusted, muddy boot prints on the side of the road.
531. The party finds a sack lying in the road with no one else around.
532. A necromancer uses his talents to animate animal and human corpses and forces them to perform in a roadside circus. The creepy part is townsfolk from a nearby village seem to enjoy the show a bit too much.
533. You round a bend in the road to see a carriage being held up by a group of bandits.
534. A merchant follows the party and insists he was going the same direction. He tries to sell his wares to the party.
535. The road crosses a region of arid desert. Yet, on the hazy sandblasted horizon you see a solitary green tree. You rub your eyes for fear of mirage, but mirage or not, you still see the tree as green as ever.
536. The PCs wake up to find their campsite has been ransacked. None of their normal gear is missing but their items are strewn everywhere (perhaps an important quest item is missing). A search reveals tiny fey footprints all over the campsite, and fairy laughter is heard nearby. This side quest would involve no combat, but would be rife with traps and dangerous illusions that would cover deadly traps.
537. A chain gang digs ditches beside the road.
538. A feral cat trails the party.
539. The Mother Superior from a roadside nunnery looks missing novitiates.
540. A single hooded rider goes by on a horse. A letter flies out of his bag full of envelopes.
541. A raucous band of riders challenge the party to a race.
542. A hanging is about to occur. A crowd gathers.
543. A man dressed like royalty has amnesia.
544. A silver spoon lies crushed into a wagon rut.
545. You come to a massive gorge spanned by an intricately woven rope bridge with wooden plank flooring. When you are halfway across, the rope at both ends of the bridge bursts into flame.
546. Guards approach and ask what business you have at the bridge they guard.

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547. A bend on the coastal road made smooth and slippery by the sea water splashing and spraying over it, brings risk of falling into the sea.
548. A spooked horse guards a corpse.
549. A tree of local renown, the Old King, stands atop a nearby knoll. The ancient tree is withered and gnarled, but legend says the boon of the gods is granted to any who offer it a blood sacrifice.
550. A wealthy but naive young woman tries to train her tethered falcon in a nearby field. It is not going well.
551. The PCs find a dead body on the side of the road. Trapped inside the corpse is a demon looking for a new host. And the PCs are looking pretty good....
552. A tree burns brightly. Curiously, the fire is not spreading and the tree is not being consumed.
553. For as far as you can see, the road has been pounded into a nearly impassable, mucky mess. You may navigate it at much reduced speed, or risk an adjacent murk of a wood for a chance at quicker passage.
554. You become aware a bandit demanding a toll is actually alone and has set up a crossbow to fire when he triggers a badly hidden tripwire. He flees with your money, triggering another crossbow trap behind him.
555. The PCs have many nights to endure as they travel on the road. The dark dreams of a single character are the first sign the PCs are under an indirect attack.
556. A nervous horse is tied to a branch alongside the road.
557. A copper piece from an ancient empire lies glittering in the dirt.
558. PCs find a mysterious book on the side of the road.
559. Guys, I nearly stepped on this miniscule caravan that looks just like ours....
560. A wedding just wraps up outside the church as the PCs pass. A toddler dressed all in white with a basket of flowers starts walking ahead of the PCs spreading flower petals. She will wander ahead of them as far as they let her, and may insist that a woman holds hands with a man.
561. A hole in the ground with strange tracks leading away.
562. A murder of crows rises from the surrounding trees. You also hear shrubs shuffling from another direction .
563. A band of travelling minstrels challenge the wisest looking member of the party to a storytelling contest.
564. The party encounters a cute baby creature, with an angry mom not far behind.

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565. What was once the barracks of guardsmen overlooking the bridge is now in shambles. It looks like the destruction is recent as smoke rises from the ruins. You hear shuffling in the remains.
566. The road runs between two poppy fields. They are blooming, releasing clouds of pollen into the air.
567. Ambush: a band of mercenaries. Hidden threat: single-use magical support.
568. The switchback leading to the mountain pass is washed out, so the party will have to climb the mountain the hard way.
569. A path from the road leads to a collapsed house overgrown with foliage.
570. The party comes across the wreckage of a traveling puppetry troupe that was attacked by bandits.
571. Thunder and rain befall you just as you pass by an ivy-covered church.
572. It becomes intensely silent. The effect ends abruptly if one steps beyond a certain area.
573. A man staggers down the road toward the party. Before he gets to them, he collapses onto the ground.
574. A vagabond, smelling strongly of alcohol, claims to be a god and demands the PCs worship him.
575. An enormous swarm of giant insects blackens the sky as it returns to its hive in a nearby meadow.
576. A woman on the road yells for help, saying bandits robbed her and her husband and left her husband for dead. If they allow her to take them to him, she leads them into a bandit ambush.
577. Gnomes decide to test a new contraption near your camp. It's not such a surprise on this side of the world, but this early in the morning? Time to put a crossbow bolt in a gnome's rear side.
578. A man in rags walks listlessly towards you, trailing a three foot chain locked to one of his ankles. If questioned, he relates a sad tale of injustice at the hands of his soulless captors.
579. A wagon with a shattered a wheel sits by the roadside. Its replacement wheel leans against the wagon without sign of the wagon's owners. The wagon is actually a mimic, the replacement wheel its young.
580. Vines cover the road ahead. They look innocent until one wraps a tendril around an ankle.

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581. The party walks through a patch of poisonous ivy.
582. Shadow passes across the ground.
583. A shiny brass plate nailed to a broken board lies on the road. The plate is engraved with the name of a prominent caravan transport company and some numbers.
584. A person claims to be a guide and offers to help the PCs along a shortcut, for a "small fee" of course.
585. An array of poisonous plants circle a beautiful and calm spring. Over time, toxic pollen has made the spring as dangerous as its surroundings.
586. A flamboyantly decorated pole ferry operates at this river crossing, but the ferryman is a strange one indeed.
587. A nearby summoning ritual has gone awry and a demon rampages across the road.
588. A peculiar oasis comes into view ahead, isolated and surreal.
589. The motionless figures blocking the road are a goblin war party turned to stone.
590. An escaped prisoner (former tyrant in disguise) asks to accompany the party for awhile.
591. The road narrows to a small, rickety bridge.
592. A white stag steps onto the road ahead, looks directly at each party member, then bounds off.
593. The tavern where the PCs plan to spend the night is closed because it was unprofitable and the innkeepers have moved to the next town.
594. A desperate man offers to sell the group a "magic" acorn for a pittance. If the PCs buy it, the man runs away laughing madly, shouting "I'm free! Free at last! You poor fools!"
595. High crops on your left and right rustle slightly as you approach.
596. An old witch collects herbs from the bushes along the roadside while her cat educates passersby about the dangers of herbal medicines.
597. The group meet an uncannily similar party of adventurers going the opposite way.
598. The party finds an abandoned cart and pony, in good condition and with some supplies, near a clear trail that leads to a cave. A small construct guards the cave, and inside the cave are the remains of a wizard, scholar or priest, along with the bodies of two men at arms and several small creatures.
599. A forest fire moves fast towards the party.

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600. A noble's carriage and entourage appear in front of you. The coachman says, "Out of the way peasants!"
601. Part of the road turns to quicksand and pitches the party to the bottom of a dungeon before sealing up over top of them. The mad laughter of their most hated enemy echoes magically in their ears.
602. An archway spans the road. Muddle paths bypass it on either side. Passing under the arch results in a terrible lightning bolt shock. If the victim survives, they will receive a divine vision. A clue or hook, perhaps.
603. A single piper parades by, followed by a multitude of children.
604. A roadside shrine houses an evil spirit that attacks travellers.
605. A wandering zombie stays at the center of the road and attacks mindlessly. An easy kill, if it were not for the horde of undead roaming the nearby corn field.
606. Near a bend in the road, the group spots two creatures fighting over a tattered cloth. After killing or scattering the creatures, the PCs realize they've stumbled onto three shallow, unmarked, hastily dug graves. Left with only their undergarments, the ravaged corpses leave few clues as to their origin.
607. A roadside stand offered fresh vegetables and fruit to passers by.
608. Noxious gas rises from a bog ahead, swallowing up the road.
609. A gaunt traveler approaches and begs for bread and water.
610. An ogre strides from the wilderness, offering his services as guide and bodyguard on a dangerous stretch of road. If paid, he serves admirably and departs. If attacked, he signals others of his band hidden nearby and they swarm to attack.
611. A seemingly friendly travelling menagerie shares the road with the party, but some of their more dangerous animals get loose.
612. The party finds a lake of molten lava.
613. On a forgotten mountain path below a run-down keep, a squad of elderly soldiers in tattered armour challenges the group. They still loyally hold their position for a war that ended decades ago.
614. Wind knocks a beehive out of an overhanging tree.
615. Smoke starts billowing up from just over the next hill.
616. The new slate road is surprisingly smooth and limits traction.
617. An enchanted fountain suddenly appears beside the road.
618. A row of hooded stone statues guard the sides of the road ahead.

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619. A robed figure on a runaway contraption, yelling for help.
620. The brush on one side of the road breaks open as a great antlered buck leaps forth, clearing the path without ever treading upon it, and disappears on the other side. Close after, a hunter appears in pursuit, breathless and arrow nocked.
621. The PCs encounter the corpse of a rare monster.
622. The lone stone bridge across the chasm has long since collapsed. There is a rope bridge close-by in its place, though it too has seen better days. Going around the chasm will take a couple days more.
623. At least three days from anywhere, your party finds a huddle of colorful tents and wagons, with gypsies about them, observing your approach in an appraising fashion.
624. A single dragon's wing hangs from a tree beside the road.
625. Two dozen townsfolk with torches and pitchforks head off into the woods, shouting about a monster.
626. The road ahead narrows as the surrounding landscape turns into marsh.
627. Dawn broke only a half hour ago, but suddenly night has overtaken you again.
628. You come across a horse up a tree.
629. At a flooded river crossing, the humming of insects becomes deafening.
630. A vampire hunter seeks to temporarily join the team, warning of the dangers of his prey. Is the hunter actually the vampire?
631. You find a large leather bag of gold coins on the side of the road. It is tightly knotted and a label bears the arms of the region's lord.
632. A miniature keep with miniature animals.
633. Knight asks a toll to continue along the road.
634. The paths through the snowy mountains constantly change due to harsh winter weather.
635. A crowd stacks branches around the feet of an old woman tied to a stake. They call for a torch amid cries of, "Witch" and "Burn her!"
636. The road is lined with snakes sleeping in the sun.
637. Rock salt juts up over the landscape.
638. A lost child cries on the side of the road.
639. A rat-on-a-stick vendor offers to hire the party to help him at a three-day harvest festival and tournament in a small city a half day's ride down the road.

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640. The road widens at the top of a hill into a large, paved plaza covered with stone statues. Two nearby giants ask the group if they'd mind stopping for a while and being a part of their chess game, as they're missing some pieces.
641. Rock slide reveals cave entrance.
642. Large, strong arms wrap around a tree beside you and rip it from the ground, roots and all.
643. At first the bard you met along the road was quite entertaining, but by now you've heard his entire repertoire a number of times. Why won't he take the hint and be on his way?
644. A collie stands in the middle of the road, it awaits the PCs and then tries to lead them somewhere. The dog leads them to an abandoned well in the woods. Ideas for the well: It leads to a dungeon with the collie's lost master trapped inside. Or "Timmy" is a troll using the dog to lead prey to his well.
645. Golden eyes follow the party in the distance and a howl is let loose as either a warning or a beckoning.
646. 2d4 gnomes riding rabbits.
647. A swarm of giant locusts descends. They get into armor, nip flesh, sting and don't die. They eat anything the party was hoping to gather for food, they will eat the party's food. It will cost days to go around them.
648. A wagon bogged in the mud, with a cursing merchant and harried teamsters.
649. Localized radiation.
650. A farmer with lands adjacent to the road has a problem - a cow has fallen in a muddy stream and can't get up.
651. The muted roar of falling water in the distance hints of a waterfall up ahead.
652. At the head of the valley, a dam bursts, giving the party only moments to find safety before the flood waters arrive.
653. A tinker provides all sorts of lurid rumours about the locale, then requests payment for his assistance.
654. A campsite with several recently used fire pits is by the side of the road. Hastily abandoned? Sign of battle? Strange footprints?
655. Four days of rain and even your oiled tarps are starting to fail. This must be a supernatural or magical storm? Are you getting closer to the source to father away from the trouble?

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656. A pack of hunting hounds races across the your path on the trail of...something. The sound of shouting indicates their master is not far behind.
657. Two abandoned wagons one pristine the other in ruin.
658. Four knights canter by on light horses, trailed by their squires leading the heavy horses and pack animals.
659. Ruins of an airship crashed on the road impede travelers.
660. Ambush: cavalry behind the PCs, keeping their distance. Hidden threat, infantry ahead.
661. Something forgotten. At camp, a member of your party has rummaged through his packs numerous times in a mounting panic, but the last time he saw the mystic one-of-a-kind heirloom, you were at an inn three days back.
662. Flies buzz around the party as the heat of the day becomes unbearable.
663. The party is chased from the road by local tribals, herded towards a large nearby cave with a prominent, protruding entrance, sporting two large stalagmites, a damp, spongy floor, and a rather foul, steamy atmosphere.
664. The ferry needed to cross the river is available, but the ferryman is hopelessly drunk.
665. On an icy slope, someone has poured water down the trail turning it into a near-frictionless slide into a gulch/chasm/pit/cavern.
666. A tree filled with dancing fairies catches your eyes. Strange really, there are no holidays this time of year.
667. A corpse whose head has been swapped with that of some mysterious creature lies on the road.
668. Four drunken sailors stagger down the road, singing bawdy songs and holding on to wenches. The girls look at you with grins.
669. Refugees fleeing from the town or inn or settlement the PCs are trying to travel to stream back along the road.
670. A wizard lies slain in the road, his insane Homunculus protects his body and belongings, swearing vengeance on all who disturb the corpse.
671. Thousands of arrows rain down from a city wall, but not a single enemy can be seen and you have a view of the entire field.
672. You see a strange cloud formation in the sky.
673. The road passes through an abandoned village.
674. A tree starts to complain about a PC's appearance.

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675. The group leaves a town they've helped/saved/rescued and head off down the road. Just out of town the grateful locals jump out and surprise them with an unexpected picnic celebration.
676. The tavern where the PCs plan to spend the night is currently on fire.
677. A new sign pointing down a narrow path off the road saying, "Fresh Berries - Pick Your Own."
678. As your party rests, a harmless forest animal approaches from the woodline.
679. A platoon of soldiers march past and their officer orders the party to fall in: they've just been conscripted.
680. Minor royalty rides by on a sedan chair. Then one of its bearers trips on a rock. The noble screams, "Careful, idiots! I nearly dropped my meal." You notice a sealed parchment left behind on the ground.
681. Someone wants to steal from the party to give to the poor.
682. As the bandits begin their assault, the party hears a shriek as the caravan's pregnant passenger goes into labor.
683. Mid-storm, the party reaches a rushing, swollen river only to find the bridge has been washed away. A bedraggled figure stands in the shelter of the wreckage. He gestures at the PCs with urgency.
684. As the PC travel down a road, they pass a military camp. Morale in the camp is high, and the men are boisterous and relaxed. The PCs are treated in a friendly though detached manner as they pass.
685. A wayfarer's tavern with the windows and doors boarded up from the inside and horrible claw-marks on the outside.
686. The party find a trail of gold coins leading off the path.
687. A band of ragged urchins make half-hearted attempts to pickpocket travellers.
688. A burned cart rests in the center of the road. On the body of the driver (or rider) is an urgent message for one of the PCs.
689. Thunderous noise shakes the mountain path. Giants? Dragons? Blasting?
690. A dozen or so boys play in a clearing next to the road.
691. The group passes an old farmer and his nag heading toward the same town the PCs are heading toward. He gives them a wave and a gap-toothed smile. A little while later they pass him again. And then again....
692. Constant rain from recent days have turned the road into a muddy quagmire. A stuck wagon blocks the way. You don't see anyone around.

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693. Two score ragged men and women file by, dirty, eyes cast down, necks chained together in a line, as a slave driver and his men drive them forth to the next city.
694. The PCs stumble into an ambush of bandits, but the ambush was intended for someone else (e.g., a messenger or merchants that will come along soon).
695. A huge road sign at a crossroad giving distances and directions to hundreds of places, some the party has never heard of.
696. The road suddenly ends. Nothing but wilderness lies beyond.
697. A band of grim-faced knights halt the party at a crossroads while they bury the still-gnashing head of a necromancer.
698. An ornate carriage has shattered its wheel and sits by the roadway. Tracks indicate whoever was in the carriage wandered into the wilderness.
699. Many arrowheads pierce the ground, their shafts sticking out at many angles. Closer inspection reveals them to be no common hunting arrow.
700. A gentle stream beside this road is home to a giant crocodile that lies in wait for unwary travelers.
701. A small dire wolf cub drags small sticks across the road, playing in the dust as its mother watches from the forest.
702. A scorned woman chases her cheating husband, throwing rocks at him when convenient.
703. A tinker or tanner needs help to unblock his cart.
704. Just ahead, a huge tree trunk flies across the road and crashes down on the other side. A giant dog chases after.
705. Snowfall during the night covered the road and the landmarks. More snow is coming still. Not only is advancing difficult, but where is the road?
706. A swarm of angry bees chases a bear across the PCs' path.
707. The dark forest the road travels through contains magical statues that animate and attack when approached.
708. You come across a freshly dug shallow grave by the side of the road.
709. Three women chase a lone man down the road, beating him with brooms. He wears underclothes and carries his clothes in his hands as he runs.
710. A girl with blood in her hair sits on a log up ahead.
711. As you cross a small stream, your horse stumbles on a rock and falls, throwing you to the ground. You hear movement in the bushes nearby.

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712. A fallen tree lies across the road ahead. Closer inspection reveals it to be an injured treant.
713. A nondescript traveller asks to travel with the group for safety. On the trip he asks to hear the group's exploits. The traveller is actually a famous writer or bard, and the group gets a widely-acclaimed book or song written about their adventures (or their tales of adventure stolen!).
714. A questionable-looking troupe of entertainers argue with each other.
715. A dark shadow blots out the moon and then it's gone.
716. The road becomes a crumbling spiral staircase that scales a cliff.
717. A small group of men take target practice with crossbows. They express great interest in you, and one invites you to put an apple on your head in exchange for a "special something."
718. A surly man with a crossbow sits at the mouth of a covered bridge, the only river crossing for miles. He offers to guide the group safely through the short, straight, empty tunnel of the bridge for a fee.
719. A ruined water bottle lies at the edge of the dirt.
720. Spirits lift at the sight of a rainbow that seems to start from a particularly beautiful part of forest only a few miles off.
721. The road turns to cobblestones.
722. You travel at night under a new moon. Your party's scout points up at the sky, where traditionally stationary constellations swirl about as if stirred by a cosmic spoon.
723. A small group of men take target practice with crossbows. They turn their bows on you immediately as you approach.
724. As the PCs travel by a ruin near the road, their food and water is spoiled and ruined.
725. A small group of men take target practice with crossbows. They express great interest in you and challenge you for a small wager. One of them boasts, "Jarvis here is the best crossbowman in the kingdom."
726. Perfectly positioned in the middle of the road lies a dead body.
727. The party runs over a shepherd's goat. The shepherd demands money equivalent to three or four times the goat's value. Then, as things settle down, another shepherd comes up and displays his injured goat. Guards then stop and take interest.
728. A trail of bread crumbs on the road leads into a dense part of the forest.

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729. Fog across the road hides a sudden drop into a chasm.
730. A crazy backwoods secessionist has made up his own country, with its own legal system and economy only he uses. He's a fairly powerful hedge wizard, and demands the PCs obey his laws.
731. A group of travelers has stopped to rest their mounts by the roadside, and are having a drink and a quick dice game. Perhaps a merchant in the crowd is looking for an escort and will hire the party. The dice game is chance for a gambler in the party to earn a few coins. Maybe the whole thing is a scam run by brigands.
732. The tavern where the PCs plan to spend the night is closed because the staff have been slaughtered by monsters that still lurk nearby.
733. Bricks and motor debris litter the roadway as you near the clearing of ruined home.
734. A roiling bank of fog moves fast towards you. Animals of all kinds escaping the fog flee past you. The animals bear a small dark red patch on their fur or feathers.
735. The strong eastern wind shifts to the west, carrying with it a thick smoke that blows around you.
736. A father looks for his runaway child.
737. Sink hole reveals underground tunnels.
738. The party is startled by a raven flying overhead that caws out one PC's name.
739. An undead horse skeleton trots towards you, its bones clacking against each other in an almost musical fashion.
740. At a rushing river, a ferry can be seen midstream with a vicious battle happening on deck.
741. A group of drunk young noblemen pass the PCs, racing their expensive horses.
742. Another party of adventurers rides past you in the opposite direction. You hear animated arguing over their next treasure hunt. A few yards further away, you see a map lying on the ground.
743. A 12 foot wooden post stands beside the road. Something pale flutters on the top of it.
744. Pilgrims of differing faiths and races brawl.
745. The patron you met at the last inn enticed you down this trail with the promise of fortune and glory. Now he regales you with a story of a deceased relative who met his demise on this road in circumstances of foul, freezing weather. As he goes deeper into his tale, the winds rise and the snow begins to fall.

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746. A tree falls over with great force in front of you, another falls behind at the same time.
747. Ravagers assault a merchant's caravan.
748. Bathing in the stream was a good idea but the bubbles appearing are not yours.
749. A dead minotaur sprawls at the side of the road, a huge axe buried in its back.
750. A castle wall with just a crater inside.
751. A couple of rats start following.
752. A fat farmer and his plump daughter struggle with a broken wheel on his laden wagon full of turnip greens.
753. Fool's gold sparkles in the dirt.
754. A small community in the middle of the hostile wilderness looks like a good place to stop. The morale there is kept high by a preacher. It is unknown what motives the preacher has.
755. Several knights practice jousting.
756. A weird burst of power causes certain mutations.
757. A massive stone with strange runes.
758. The PCs come across pit traps, tripwires and arrow traps. They traps are from bandits that have moved on to a new ambush point. The idea is to put the PCs on edge and expecting an ambush that never comes.
759. After sleeping on the roadside, the party wakes to find their entire camp surrounded by dew-spangled spider webs, yet they are unharmed.
760. A traveler warns you to turn back as a dragon has been terrorizing the local populace. Forewarned, you slip off the road and cautiously advance. It is then you find dragon tracks heading east, but strangely, after each dragon print lies a small puddle of oil.
761. The PCs witness the assassination of a member of a parade.
762. A small rabbit hops across the road in front of you.
763. The PCs pass a sullen military group tending wounded on the roadside. The PCs are treated with disinterest and offers of help are seen with suspicion.
764. A powerful illusion alters the way the road appears to lead.
765. A caravan has stopped on the roadside, with several bodies waiting burial. Many of those living seem ridden with disease.

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766. Workers construct a wall and gate across the road. The party is strongly encouraged by several guard members to pitch in and help.
767. You see broken clay pots with spilled contents and the pieces of a broken wagon wheel. Sawdust and metal grindings suggest recent replacement.
768. A band of foreign pilgrims on a sacred quest to find a magic tome.
769. Two children chase chickens down the road.
770. A trade caravan has set camp for the night. Trading and security are available for the PCs too.
771. A driver or guard from a caravan sees the PCs as a potential new employer.
772. The road narrows to one lane and an ox-pulled wagon is moving slowly ahead.
773. A toppled wagon, surrounded by spilled goods, lies in the ditch.
774. The path ahead is shrouded in darkness.
775. A stand-off between a squad of soldiers and a band of political rebels.
776. A magical wall spans the road.
777. As you travel past an ancient graveyard, you are set upon by a horde of zombies that stagger out of hundreds of decaying crypts and tombs that litter this ancient necropolis.
778. The group comes upon the scene of a recent grisly carriage accident, or witnesses it ahead of them on the road.
779. An army marches swiftly to set up a surprise ambush against their enemies. They will take any measures necessary to prevent the PCs from giving away their position.
780. The sun sets in a purple sky, and a passing traveler says it is an omen of _____.
781. A traveler with the PCs slowly becomes undead.
782. The party passes through a sudden fog that smells sweetly of rosewater. Not long after, voices, animal growls and loud crashes emanate from the mist from all directions.
783. A man on an ostrich hurtles by, yelling to the PCs to give way.
784. A small bright green snake falls from an overhanging branch into a PC's shirt.
785. A posse chasing a killer ride towards the PCs. Do they mistake the characters for their quarry?
786. Humanoid statue (flesh to stone).
787. It begins raining cats and dogs. Literally.

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788. Every sign on the road has been defaced with the mark of a local brigand.
789. A hailstorm drops (1-2 small, 3-4 medium, 5-6 large) sized hailstones.
790. A dragon, wyvern or dinosaur gives lays an egg in the path ahead. The party may easily go around without trouble, as the mother is too involved.
791. A woodsman asks for directions to an old woman's cottage so he can attack a werewolf.
792. A box of hand tools lies scattered in the weeds at the edge of the road. You notice broken twigs next to the box and trampled grass leading further in the field.
793. Four children chase a pig.
794. The road takes a turn around a hill and you are surprised to see two giants sitting lazily on the ground holding enormous crossbows pointed at you.
795. A black sack lies abandoned at the roadside. Something inside moves.
796. A large, iron-banded chest lies half buried in mud, as if it fell off the back of a wagon.
797. Something stirs below a deep puddles' surface.
798. Several men fight ahead. Some are retreating traders and their guards taking the front, whilst the others are bandits moving to flank the group.
799. Blood red-orange flowers dot the ground as far as the eye can see. Animals, including mounts, balk at entering the area.
800. A structure looms above the trees as you pass. A guard tower formed of rough hewn timber breaks above the treetops.
801. A butcher hangs fresh kills on poles on his custom made meat wagon.
802. A small abandoned community in the middle of a hostile wilderness looks like a good place to stop. Why was it abandoned?
803. A spotted dog chases a squirrel across the road, mere metres in front of the party.
804. A group of travelling merchants try to mend a broken wheel on their wagon. They ask the heroes for help, but they are actually a band of thieves who attempt to pickpocket the heroes as they work.
805. The PCs encounter a military group in a wrathful mood. Soldiers were recently assassinated, and the PCs are treated with extreme suspicion.
806. A wizened tinker sells charms from his cart: dried frogs, finger bones, cat skulls and the like. Leaving him, you turn to find he is eerily distant. And then out of sight altogether.

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807. A man with a monkey is polishing a goat's hooves on the side of the road.
808. The falling rain grows thicker. Through the gloom, metal glimmers as a body of troops approach.
809. A knight of a holy church and his retinue have ridden out on a holy crusade against evil and demand others who serve the cause of good to join their cause on the spot.
810. A battle-scarred and seasoned warrior crashes from the undergrowth and screams, "Run! For the love of the Gods! They're coming!" and races terrified down the road.
811. A dead dragon with large bite marks.
812. The road crosses a deep ravine via a rickety old rope bridge.
813. As you round the corner you see a pile of smoldering cloth on the ground.
814. The road starts to get muddy. Soon the mud is two feet deep. Water in the ditches alongside starts to bubble.
815. A stretch of the road proves to be exceptionally well maintained. But why? And by whom? Still, it means the journey advances well.
816. Early in the morning hours, a herd of deer cross the road ahead of the party. In the middle of the herd is a large white dire stag. If undisturbed, the herd will pass peacefully.
817. A potions cart has broken its axle and has spilled its cargo into the road. Trouble is brewing.
818. A widow/widower and children planting a tree/flowers for their loved one, who died on the road.
819. A troll and a halfling that have swapped bodies.
820. A squad of Royal Guard recruit the PCs to defeat some nearby threat to the kingdom.
821. A large herd of bison slowly cross the road. A twig breaks and the herd starts to stampede in your direction.
822. A large fish lies in the middle of the dirt road and acts as a roadblock. How are you going to move it and what is it doing here?
823. A majestic elk sprints past with something golden caught in its antlers.
824. Throwing rocks across the lake was a good way to spend time waiting for comrades. Unfortunately, the lake starts to throw the rocks back. What did you just do?
825. The garrison of a toll bridge has been slaughtered and replaced by bandits or monsters.

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826. The ferry for the river crossing ahead is missing and there are signs of a struggle on the bank.
827. The flowers in the field ahead grow in rings of colors.
828. The road has been destroyed by war.
829. Two duelists fight each other, seconds standing close by.
830. The circuit judge lies passed out on the road.
831. A pleasant and polite gentleman in a smart carriage stops the party for directions and news of the road. But in the trunk lashed to the back the party hear children crying.
832. Your party's mage begins to sniff at the open air. The rest of you note hints of some odd glimmer or convection from the corners of your eyes. "Casting here recently," the mage remarks.
833. A stranger on the road tells each PC to repent of their sins. He knows details.
834. A door stands beside the road, but there is no sign of the rest of the house.
835. A pungent smell assaults your nostrils, and you notice squash-sized road apples in front of you.
836. The innkeeper from a day's journey back was insistent this road only led to the next village. Where then might this unmentioned fork lead? More importantly, which is the way to the next village?
837. The party finds dozens of poor souls buried up to their necks in the road. So dense are these heads crowded together that should the party attempt to pass through, the heads assault their ankles and feet with bites.
838. A large flying shadow passes overhead, spooking the horses.
839. A fence crosses the mountain trail. No other structures are in sight. Tracks along the far side of the fence line are no more than two days old and appear to be mostly ovine.
840. While on the road the PCs come across a traveling merchant. The merchant offers a free sample of his tincture, which he claims does everything from curing warts to making you stronger and smarter.
841. A dog trails the PCs, staying in the distance but always there in the morning.
842. A great green djinn sits dejectedly upon a rock alongside the road. When pressed or plied for favors, the djinn instead tells the party a story of his part in an ill-fated love triangle.
843. The sounds of goblins and trolls enjoying a feast likely of poached elf and BBQ elk.

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844. A wine merchant's wagon has shattered a wheel and he offers passers-by cut rate prices on his wares as it is getting repaired.
845. A tiny earth elemental, dryad or other "essence of nature" crosses the PCs' path, oblivious to their presence.
846. Signs of a fierce skirmish mark a lonely road. Arrows stick out of trees, javelins jut from the ground, bodies with symbols sewn into their cloaks lie in disarray.
847. You see a saddled horse tied up to a tree.
848. The party arrives at a large inn at a major crossroads. The inn is completely deserted, and the only sign of life is a dagger stuck point-down in the middle of a table off to the side of the main room.
849. Local city watch demand aid to find a fugitive from justice.
850. An unscrupulous ragged old hermit steps out from his wooden shack and demands fresh supplies.
851. From a low-hanging branch, a panther reaches out and bats at a PC's head.
852. Said the farmer to the party: "The town's down the road a ways, but whatever you do, when the road forks, don't go left, there be trolls under them bridges."
853. The inn the PCs were travelling to has been completely destroyed.
854. For 50 slow miles, the party climbs uphill under the relentless sun that chaps ground and lips alike.
855. You can see a small storm up ahead, making its way toward you.
856. An ugly old woman struggles to bring her wash basket of wet clothes up from the creek to the road. She stumbles and drops the laundry back down the slope.
857. After defeating a large but perfectly mundane animal on the road, the corpse hisses steam and opens up and a rather sweaty and oil-streaked gnome crawls out.
858. A convenient ruin, with a small fireplace and one or two low walls remaining, seems too convenient.
859. The bridge just ahead is washed out.
860. A monk, collapsed and bleeding on the roadside, pushes an unremarkable ring into a PC's hands and desperately whispers, "You must..." before expiring.
861. A potion seller has set up a stand along the road. Are they really magic potions? Or just colored water and a phony magic aura?
862. A violent earthquake creates a deep rift across the road.

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863. A horse neighs as you find a coaching inn. It's getting dark and clouds roll in while warm light glows under the door. A pleasant smell of boiling stew fills the air.
864. Your party either passes a band of pilgrims headed quietly for sacred terrain.
865. On a wooded trail, just around a turn in the road, a rope has been strung between two trees high enough to catch a mounted rider. A horse, still saddled, grazes nearby and there's blood smeared on a nearby tree.
866. An old woman piles branches at the feet of several people tied to stakes by the roadside. "Try to burn me!" she snarls, cackling.
867. A large barrel lies on the side of the road. Contents?
868. A procession of wailing flagellants approaches, led by four monks carrying religious icons.
869. On the inside corner in the road is a campsite with people.
870. An army camps along the road.
871. A winding path through a swamp leads repeatedly to stinking black pools and treacherous mud-pits.
872. A big winged predator eats its prey in the middle of the road.
873. A band of elves run past.
874. As you travel, the wild flora to the side of the road becomes less random and more orderly.
875. A cave next to a mountain trail has a merry fire crackling and a pot of stew bubbling away, but no sign of occupants.
876. Near the road a nest of massive red eggs rests snugly under a large bush.
877. A two foot doll strides purposefully down the middle of the road, dragging a large butcher knife behind it.
878. A pub table with glasses and a keg.
879. An angry street preacher harangues the party.
880. A bard sits on a rock, singing songs about people walking along the road in that moment.
881. An angelic being appears with a message for the PCs.
882. On the inside corner in the road is a deserted campsite with a fire.
883. A group of apprentice wizards use the road as a place to practice spellcasting.
884. An old, overgrown sign declares: "No Steel Beyond This Point, by Order of the Treaty." Below is a hollow tree stump full of rusting weapons, armour and tools.

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885. A trail of blood leads off the road.
886. You hear haunting music playing in the distance.
887. Something on the wayside catches your eye. Further inspection reveals an overgrown, forgotten little temple dedicated to a deity of nature. You see small vines bearing red grapes hanging in the open arch leading inside.
888. A pack of starving wolves fights over the body of a lone traveller.
889. A huge boulder has been pushed in the middle of the road by hill giant raiders.
890. There is a sudden earth tremor followed by a mighty roar. A cavern full of terracotta warriors armed with a variety of mundane weapons appears. The warriors seem to be inanimate.
891. A cloaked and hooded stranger pitches over dead at the PCs' feet.
892. The road forks at a small sign. To the left the sign reads, "Certain Death Awaits." To the right the sign reads, "A Great Treasure Awaits."
893. A crazed highwayman attempts to return stolen valuables to a PC, thinking he robbed the character before and now wants a clear conscience.
894. Footprints filled with burning flames cross your path. Fire giant?
895. For a moment in the night, something huge blocks the moon from sight, and then it's gone again.
896. A cage hangs at the crossroads. Within, a prisoner laments his false imprisonment. He claims to be innocent of the murder of which he stands accused, and begs for release.
897. A merchant carries a number of twisted glass objects.
898. A beggar on the road is actually a shape-changed demon.
899. The wind carries a fragrance, hinting at what lies out of sight. Smelly monsters? A large fire? The sweetness of fresh bread?
900. A group of religious pilgrims gather around a small shrine.
901. A secret society of mages with armed guards who see threats in everything.
902. A man looks for his lost ring.
903. A flawless white mare trots unattended down the road.
904. Heavy foot thuds and sonorous rumblings resolve into the deep-throated hunting song of a giant, drawing nearer, prowling the nearby woods.
905. An arrow flies from somewhere and lands in front of you.
906. The road descends into a valley of pastoral beauty.

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907. A band of sprites, pixies and other fey block a narrow bridge and demand a toll in the form of a performance from each traveler.
908. An explosion just ahead rocks the party.
909. Ambush: roadblock on a straight road with deep ditches. Hidden threat: flammable liquid in the ditches.
910. A lost gnome asks for directions.
911. Strange flashes and explosions in a nearby gully: are they the result of a spell battle or a natural phenomenon?
912. Two guards stand against a tree at a junction, both sound asleep.
913. An ominous thunderstorm brews overhead.
914. We forget what life was like when roads were privatized. The adventurers would probably prefer fighting trolls to the endless tolls demanded by every petty kingdom, noble, and landowner.
915. A nearby swamp floods onto the road.
916. A sweet meat smell might lure PCs off the road into danger.
917. A dead raven lies on the road, pierced by a bright blue fletched arrow.
918. A lone traveler turns out to be an obsessed fan of the PCs and their exploits.
919. The meadows to either side of this road are filled with scented flowers. If a PC stoops to pluck one, it puffs tiny seedlings into his face.
920. A trail of blood leads from the road to a nearby barn.
921. At a river, a sign reads "Bridge out" but the bridge is still there and seems intact.
922. The party see a mass of crows circling above a known safe haven/tavern/camping spot that lies just ahead, and the smell of smoke and roast meat hangs in the air.
923. The royal guards are rounding up all travelers with arms. Must be mustering an army.
924. A peasant demands the party accompany him and listen to his tales of pigs. If any refuse he becomes enraged and attacks.
925. A zombie or other mindless undead is stuck in a hole on the side of the road. It is wearing the signet ring and other identifying equipment of a nearby ruler's only child the party knew and liked.
926. As you walk along the sidewalk, a small child runs onto the road in front of the oncoming traffic. His terrified expression says he is not going to stop.

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927. Smoke rises in the distance. It might be a raid, slash and burn agriculturists, a forest fire or an army encampment.
928. An aggressive bear attacks the party's mounts.
929. An old shrine at a side of the road, with some food offerings.
930. A solitary monster has made camp near the road and sleeps peacefully as the PCs pass.
931. An addressed package fallen off a cart lies on the road.
932. The blizzard blinds the party and covers the road sign that marks the correct direction.
933. A weapon master battles 10 brigands to a standstill as they try to steal his wagon armory. Sooner or later he will tire.
934. A figure kneels in the grass on the side of the road, oblivious to the group's approach. They have lenses in frames over their eyes and seem to be making notes and sketches about insect life.
935. A village guard patrolling the road asks for the PCs' license to bear weapons.
936. A line of guards blocks off the road. One of them directs traffic onto a small side road that seems to lead to nowhere.
937. An injured wild dog howls on the side of the road.
938. Recently assaulted merchant's caravan with just one survivor.
939. He's Flimme, I'm Flamme, and have we got a deal for you!
940. A travelling peddler sells curses.
941. A bridge crosses a river of fog - no not fog - a river of spirits or ghosts.
942. The PCs are caught by an earthquake, and a newborn chasm blocks their path.
943. A howling wind blows up from nowhere sending anything not tied down tumbling into the distance.
944. The road passes through a blasted heath.
945. Deep in the wilderness, the road leads to an ice bridge crossing a gully. As you test the arch for soundness, several wolves emerge from beneath it to menace you.
946. A baby dragon cries loudly as it staggers about in the centre of the road.
947. An annoying writer shows up and tries to sell the party his book. He proclaims it is the most awesome best thing since the invention of wine.
948. Pilgrims who have just been denied entry to the holy of holies due to lack of proper sacrifice find the party suitable candidates.

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949. A fallen-tree bridge over a stream turns out, while the group is halfway across, to be a mired treant.
950. A gorge or enormous sinkhole has opened in the road, creating a deep or bottomless pit which will take some time to circumnavigate.
951. The ferry needed to cross the river is damaged, and the ferryman needs help and materials to repair it.
952. A cursed warrior guards the bridge ahead. He lets the party cross if they can break his curse or provide information pertaining to his possible cure.
953. The party spots a gaunt and disheveled zombie werewolf eating its prey.
954. A leprechaun offers a PC his last dying wish before passing from this mortal coil.
955. The angry, maniacal giant appears to love fire - and hate horses.
956. Ambush: robbery in progress. Hidden threat: close quarter forces hide in bushes.
957. A damaged slaver wagon sinks swiftly into the marsh. Tethered hostages struggle frantically to escape.
958. Religious icons mark where locals died in an accident - one of them is defaced.
959. The road loops back on itself. Do the PCs notice?
960. An impossibly tall ladder rests against the branch of a tree, its top vanishing into the low clouds.
961. A fallen tree lies across the road blocking the road. A dryad sobs in the branches.
962. A bull, larger than any you have ever seen, snorts and rampages about the road destructively.
963. A sign says, "Kittens: Free to Good Home" with a box beneath. There is one kitten left.
964. They're not flowers: they're butterflies!
965. Markings of a dangerous tribe line the road.
966. Three milk cows have gotten into loco weed and it's time for their milking.
967. Stray dogs attack a sheep.
968. The muffled cries of a kitten draw your attention to the side of the road. A burlap sack with something wiggling inside it lies in the brush. (Upon opening the bag flip a coin. Heads: it's a normal kitten - a bit hungry but otherwise unharmed. Tails: it's a dead cat. The cat died of hunger several days ago. If the PCs just close the bag after finding the dead cat, it will start wiggling and crying again. Any time the bag

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is opened, flip a coin again. The bag will always have either a dead or alive cat inside it, until you take the cat out, in which case, it's just a burlap sack.)

969. The PC in front falls into a deep pit, then a bunch of savages attack from all sides.
970. A disreputable merchant has set up a road stall that sells pies. Unfortunately, the pies are made with rotten meat, and whilst the pies taste fine, all who eat them become violently ill.
971. A farmer struggles with a broken wheel on his laden wagon full of potatoes. His young son throws baby potatoes at you.
972. A huge winged shadow flies over your party, following the direction of the road.
973. The sky darkens as the trees grow together over the path.
974. Some sort of carnival blocks the road. The carnival seems festive, but the details are all wrong. As the party draws near, a threatening demon manifests before them and politely suggests a substantial detour as the demon ritual simply cannot be disturbed.
975. Among the normal trees lining the roadway are several that resemble humanoids twisted in agony.
976. The source unseen, a rhythmic knocking can be heard far off the side of the road.
977. A burnt-out toll-station, with the murdered bodies of the toll inspectors still scattered around.
978. The party spots several dragons, griffons and rocs flying over the adjacent mountain range. One of the dragons veers towards the party and commences a slow and purposeful descent.
979. A crow lands on a PC's shoulder, grabs a shiny ornament from her hair and flies away.
980. Rains have turned a segment of the road into mud. Pack animals and steeds can wade in it, but wagons may well get stuck.
981. A wounded dragon lies across the road.
982. A group of people stand around a burned corpse nervously looking at each other, then in the PCs' direction. Some try to quickly leave the scene while the more brave and curious continue to wait for the PCs' approach.
983. Caltraps scattered liberally across the path. A sign reads, "Beware! Trap!"
984. A man sits on a wall along the road.
985. Barbed wire lies in an entangled mess across the road.

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986. The road forks around a monolith, statue or war memorial. The stone has been recently daubed with occult symbols in fresh blood.
987. The ground rumbles as the PCs move through a mountain pass. It's an earthquake! The characters can escape with minor injuries from bouncing rocks, but just around the bend, a massive sinkhole has swallowed the entire path.
988. Someone does not want guests. Three skulls impaled upon sticks block a side trail that branches off the road.
989. Two horses gallop by your party, dragging a flailing driverless wagon behind.
990. In a mountain pass, someone has built a high wall across the path the party was following, forcing them instead into the mouth of a nearby cave.
991. An enraged boar bursts out of the forest and charges straight at you. Minutes later, an angry nobleman appears and demands why you have interfered with his hunt.
992. A pleasant voice seems to chant on the breeze.
993. Ahead is a field of fragrant and vibrant flowers, fruit trees or berried bushes. Unbeknownst to the party, the flora is poisonous.
994. A soft groan from the canopy alerts a PC to bloodied figure held to high branches by silver nails.
995. A truly massive mimic has installed itself as the bridge on a lesser-used ford. The disappearance of travelers on this trail has led to this path gaining a sinister reputation.
996. A depressed bard asks sing-song, rhetorical questions of the PCs.
997. A sloping segment of the road sparkles beautifully with black ice that formed during the night.
998. The PCs come to an unmarked and unfamiliar crossroads. Which is the right way to go? Where do the other three paths lead?
999. You approach a rickety, swaying bridge.
1000. An old woman at a crossroads offers to give a PC anything he wants for a lock of their hair.
1001. The road is blocked by a village with plague markers outside it.
1002. A group of small well-dressed children approach. At first glance, none seem older than 10.
1003. The PCs encounter a cattle stampede. The stampede is nearby but no threat. The PCs are blamed for causing the stampede by the chasing cowboys.
1004. The road closed due to slime migration.

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1005. The usually empty road is crowded with traffic.
1006. A young runner, a messenger bag slapping against his back, sprints past the party.
1007. A brightly colored fair with many wagons, minstrels, jugglers and acrobats. They struggle with an exotic beast attempting to break its last chain.
1008. A party of soldiers escorts a prisoner chained hand-to-foot with a bag over his head.
1009. A loud crash echoes as a small child falls from a hiding perch in a tree near the road.
1010. The road suddenly ends in a cave.
1011. You suddenly realize these horses hate fire.
1012. A tile of the paved surface has a covered mark.
1013. Creepy crawling insects scurry from a hole in the ground.
1014. Thieves snatch a hostage from the party, then demand the recovery of valuables from a nearby ruin for their safe return.
1015. A battalion of soldiers approach the party on the way to battle. Their commander tries to "recruit" the party into her fighting force.
1016. The road before you becomes paved with smooth, shiny cobblestones. A tremor runs the length of the road and too late you realize what you mistook for cobblestones are actually the scales of a giant serpent.
1017. As the PCs enjoy their lunch on the roadside, they hear ticking from the nearby bush. Sitting on a rock behind a bush is a clock that reads the correct time. However, at the twelve-o-clock position, at midnight, the words "The End of the World" are engraved into the face.
1018. The sweltering heat upon this lightly forested road has slowed your progress down to a crawl. A cool breeze from an adjacent wood draws your puzzled gaze to the snow-covered trees and ground therein.
1019. A squad of soldiers have set up to search people on the roadside. Their sergeant beckons the party to approach.
1020. At a lake alongside the road, a group of barbarians holds a solemn Viking-like funeral, burning the ferry with the corpse on it.
1021. A strange door stands upright in the middle of the road.
1022. A gypsy fortune teller offers to read one party member's palm, and oddly, she says she'll do so for no charge whatsoever.

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1023. Two people are arguing over the possession of a pig in a canvas bag.
1024. A mass of small birds swoop from the sky and begin murderously pecking and slashing your faces.
1025. The field is filled with enormous and mishappen plants that smell faintly of rotting flesh.
1026. A druid and her animal companion takes their rest by the side of the road.
1027. A young woman with a crying baby wrapped in a shawl is hotly pursued by a band of rough-looking men.
1028. A young woman stands on the bridge, crying about something that fell in the water.
1029. A weapon sharpener approaches the party.
1030. The PCs come upon a sobbing woman holding a teenage boy who looks to have been severely beaten. She explains her youngest son was attacked by a gang. Of more immediate danger is her oldest son who has gone off to exact revenge.
1031. Tearful villagers plead with travellers to save their village from a ravaging beast.
1032. A sinkhole releases a cloud of mephits.
1033. A pack of feral dogs follows the party.
1034. Wayward pilgrims stand enthralled on an old church road as two epic bards have a musical duel.
1035. A merchant drives past you on a heavily laden wagon. The content is covered by thick grey cloth but you hear the sound of jiggling glass.
1036. You come across the remains of a battle. Several dead men lay pierced by arrows. Each wears the same uniform bearing arms of a well-liked baron, their ornate scabbards and quivers empty.
1037. A scruffy kid has set up an apple juice stall on an old wooden crate. The cloudy juice is from old fallen apples and doesn't taste that good.
1038. A tree has fallen on a wagon carrying an alchemist and his laboratory.
1039. Horns blow in the distance.
1040. A bear cub has caught its foot under a root beside the road. Mother bear is getting more distressed by the wails of the panicky cub.
1041. A flock of birds erupt from the tree line as the party nears the forest.
1042. The road disappears into a massive cave that goes deep underground.
1043. A caravan is stopped on a bridge and everyone has been turned to stone.

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1044. Two young nobles recklessly race carriages along the road, heading straight for you.
1045. Three men dig a pit in the middle of the road, guarded by a huge thug.
1046. A cannon rings out a cry of devastation in the cool night air.
1047. As the party approaches the mage's abode, a stone golem partially buried in the path's flagstones rises to menace them.
1048. A small number of riderless mounts gallop towards your party.
1049. A gentle stream beside this road is a magical trap, causing any who drink it to fall asleep, becoming vulnerable to thieves, who may or may not be waiting for such a thing to happen.
1050. Several foreign knights practice at the tilts.
1051. Two wagons going in opposite directions have met on the only passable section of road (the rest of the road was washed away by a previous flood). The road section is now so narrow only one wagon can pass at a time, but neither wagon driver is prepared to back down. The situation is made worse by all the other travelers now stuck behind both wagons. With so many differing opinions and everyone becoming impatient, tempers grow shorter by the minute.
1052. Kobolds attack a merchant's wagon. Two kobolds attack the door with hatchets. The door blows open and a kobold is thrown out of the wagon. A dwarf appears in the doorway, brandishing a hammer. The dwarven merchant has purchased some of the kobold tribes' eggs, which were stolen from their lair yesterday by an opportunistic rogue. The kobolds have tracked the eggs to the wagon, killing the rogue en route a few miles away.
1053. Partway through a tunnel, a strange glowing fungus infests the walls and ceiling. As you pass beneath it, something drips down and acid starts to eat away at your skin.
1054. An ancient wolf, forced out of his old pack by a new alpha male, hunts travellers on the roadway.
1055. The waist-high grass hides two dozen dog houses.
1056. A forest fire burns on the side of the road.
1057. The wilderness is controlled by a dragon. It has a nest not far from the road. The PCs are approached by the dragon because it is interested in learning whatever lore and interesting stories the party can share.
1058. A group of noble knights who would love to share a campsite and stories.
1059. Broken statues litter the road.

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1060. A PC narrowly avoids stepping in fresh dung deposited by a creature the characters know is much too powerful for them to fight directly.
1061. A child watches sheep in a nearby field and tries to strike up a conversation with the PCs out of boredom.
1062. A gentle stream beside this road is home to malicious fey creatures that trap unwary travelers.
1063. A runaway horse and cart.
1064. A magpie lands on a PC's head and simply rides along for a while.
1065. An old woodsman, with a broken axe nearby and a hastily bandaged and bleeding leg, slumps against a tree trunk.
1066. The tavern is a good place to stop for the night as it is the only safe place for miles. Unfortunately, the innkeeper knows this and charges high prices.
1067. On a large road, a ship on wheels manned by eccentric road-pirates assaults the party.
1068. The sky turns green. Then the wind dies down and funnel clouds appear.
1069. Two ranks of royal guard form between you and an oncoming procession, allowing the large entourage and perhaps the king himself - difficult to say with all the covered carriages - to pass by.
1070. Volcanic activity sends rivers of lava across the road, threatening to cut the group off in a sea of fire.
1071. A group of much less powerful adventurers meet the party on the road, returning defeated from a nearby dungeon. They offer to give the party information on what they saw there in exchange for a share of the treasure.
1072. The wind holds a scrap of paper against a tree. The paper turns out to be a wanted poster offering a hefty sum for one of the PCs. The party has never been near the town offering the reward.
1073. In the distance, pillars of flame, smoke and feathers periodically erupt. As you draw closer, a lone wizard makes mystical passes in the direction of another tree.
1074. A miniature tarrasque naps in a sunny spot on the trail.
1075. The road has potholes in it, wreaking havoc on steed and pack animal legs and wagon wheels.
1076. A hawk soars overhead. You hear the bells in its jesses. It circles the same spot without tire.

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1077. Unusually cold though clear weather causes hardship on pack animals, travelers, steeds, wagons.
1078. A pile of stone rubble at the side of the road holds no significance, except as a marker for the sleeping place of a large mimic masquerading as part of the road.
1079. A lone, decrepit milestone marks the distance to a city you've never heard of.
1080. The road you are on is now a ravenous, snake-like creature. It twists and writhes beneath your feet. Its eyes pop open, and the face turns towards you.
1081. A ranger trains his bear on the side of the road.
1082. A band of twenty storm giants are incredibly stupid and bad at math. When they capture travelers they can be "paid off" for one copper coin each.
1083. On the road ahead is an accident scene, with injured people and ruined vehicles.
1084. A huge earth elemental eats the road ahead.
1085. A large battle axe sticks from a tree. Is it indicating a direction to take?
1086. A pair of farmers have a discussion about crop rotation.
1087. A fifty-way intersection marked with bad directions to odd locations lies before the PCs.
1088. A pit trap on the road's verge has caught a vociferous pet dog.
1089. Localized unseasonable weather confronts the party (for example, snow in the summer).
1090. Cold rain that freezes on touch makes progress hazardous.
1091. A visitor stops to ask for directions to an interesting place.
1092. A strange object lies in the middle of the road.
1093. It's early dawn. Out of a thick fog a tall figure emerges.
1094. From around the corner a harried man runs towards the party. Chasing him is an angry woman brandishing an ornate wooden rolling pin.
1095. A druid has planted trees on the road, "taking it back" for nature.
1096. The smell of swine fills your nostrils as you make your way down the valley slope. What wonders will you see when you round the bend?
1097. While the PCs encamp, a huge swath of ants approaches and begins to take the PCs' provisions.
1098. A beat up, screaming princess flees a fire rhino ridden by a knight in molten armor.

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1099. Weird Joe, a halfling who owns a floating inn, attempts to sell the PCs fire wine, which is literally 99% alcohol on fire.
1100. A farmer pushes a cart of hay towards town.
1101. A heavily wounded soldier.
1102. Flowing magma is not a threat at this distance. Still, the pungent scent in the air can only worsen if you continue on this path.
1103. A small pouch showing a crest or emblem lies near the road. It contains lead figurines of exquisite detail and in realistic poses.
1104. Two small children stand all alone beside the road. They are dirty and the youngest one cries easily. They wait for their parents to return. They do not know why their parents left.
1105. Poles with impaled rotting heads line the sides of the road.
1106. The bridge over the ravine seems to be out. Nearby a huge fallen tree stretches across the expanse, promising a precarious crossing.
1107. Deep in the wilds, both sides of the road become crowded with floating mirrors.
1108. In a night passage through the woods, your party's scout stops everyone, motioning for silence. As everyone becomes still, whispers come from among the trees on either side, the words indistinct.
1109. An elf of questionable morality offers free potions to all who pass through the elf woods.
1110. Several beautiful drunk women stumble out of the bush and mistake the PCs for wealthy merchants.
1111. An elderly woman wanders the verge of the road, bent double and carrying a basket of foraged produce. She asks the party for a ride on their wagon to ease her tired feet.
1112. A old man wanders up and down a stretch of road, unable to remember where he was going.
1113. A traveling sheriff stops the party and issues a citation for some minor infraction.
1114. Beggar asks for help.
1115. An immense dire wolf blocks the party's passage. Your hired guide raises a quavering finger and points, uttering the local legend's name: "Frostbite!" He then turns on his heel and runs back towards the village where you hired him.
1116. You are crossing a bridge when, suddenly, from behind one of the bridge's pillars, a man steps out and demands you pay a toll to cross. You ask by what authority

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- does he collect the toll and the man produces a dubious looking bit of vellum with what appears to be the King's seal stamped upon it.
1117. Hidden behind some bushes is a shrine dedicated to an unknown deity. It looks ominous.
 1118. A mud slide threatens to sweep the party into a swollen river.
 1119. A group of bandits arguing and blaming each other over the chest of something useless they just stole (feather dusters, mouse-traps, fishing weights).
 1120. Screams of pain come from a covered wagon on the road's shoulder.
 1121. Eying you warily, another party of adventurers allows you wide berth as they try to make their way around you.
 1122. Intoxicating flowers line the road on either side.
 1123. A spy joins the PCs, aspiring to use them as cover to get to the PCs' destination.
 1124. An unruly child has gone missing from a cart. The parents want the PCs to find the child.
 1125. The garrison of a toll bridge has been slaughtered and the PCs are accused of doing it.
 1126. A pile of dead bodies lies arranged in a pentagram with ever-burning magical flames licking them.
 1127. Workers from a nearby village doing major work on the road now lie dead and the job is half finished.
 1128. An empty gypsy wagon lies broken in a ditch.
 1129. A gypsy intercepts the most charismatic member of the party and tells him of a vision she had. She predicts the party member will find a beautiful person in the next city and it will be the love of his life. She provides no further details. Later on, a beautiful person flirts with the character.
 1130. A pair of children approach, their eyes wandering and faces anxious. They seem lost.
 1131. Jumping cobblestones.
 1132. Along a forgotten and plant-strewn trail lies a conspicuously clean shrine to an ancient pagan deity.
 1133. Acid hits the party.
 1134. A will-o-wisp floats eerily across the center of the road.

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1135. A wagon is stuck in the mud. Anyone who helps learns the wagon carries bricks of gold for a secret mission to ransom a prince. The wagon driver gives several bricks to the party for their help in the mission.
1136. Four goblins clad in loin cloths burst out of the bushes and accost the party with piteous cries. They beg the party to rescue them from pursuing slavers. Seconds later the party hears creatures fast approaching.
1137. As though from the blue, a large volley of arrows falls down among the party as they travel along the road, but the attack is not repeated.
1138. See it? says the scout. "You must stand just so." Assuming the position, you can see what the scout sees - an odd portal showing through to some blasted landscape, floating in the air alongside the road, visible only from this one place.
1139. A large area of the road in front of you is covered with a thin layer of ashes and soot. You hear crackling from above and look up just in time to see a fireball come down towards you.
1140. A lightning bolt strikes the ground in front of you.
1141. A wizened gray mage stands beside the road. With taunts and abuse, he dares any approaching spell caster to outperform him.
1142. The group is followed from the last town by a band of children who want to go on adventures with them.
1143. Strange tracks lead off the road.
1144. A bloodied old man cries for help.
1145. A drunken sailor stands on a bridge, issuing challenges.
1146. The troll demands a ridiculous sum to cross his bridge...or take his place as guardian!
1147. A treetop house hidden near the road seems like a good place to make an ambush.
1148. A woman stops and prophesies that one of the characters is going to die.
1149. A druid preaches to passersby on the road into the city, telling of the evils of civilization, and how the city encroaches upon the woods and nature.
1150. Pieces of a splintered wagon litter the path.
1151. A small group of drunken men take target practice with crossbows, shooting at apples on each other's heads. You hear one say, "I'll tell 'ma if you don't let me shoot the crossbow too"

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1152. It is said many gods walk the land as mortals. Could the beautiful being bathing in the stream be one?
1153. You find a small leather bag. It smells of moisture, and contains a set of keys and a vellum map to the location of a small keep.
1154. A meteorite crashes to earth in the middle of the road.
1155. A traveling cleric requests the party donate half its coins to an orphanage in the next town down the road.
1156. The road is littered with mines or bear traps.
1157. A toll bridge where the garrison doesn't only collect tolls but also searches all travelers - looking for drugs, illegal weapons, stolen goods, or whatever the PCs may (or may not) carry.
1158. Up ahead a wyvern lands. A man in armor and tabard dismounts and faces you.
1159. The road is in terrible condition after sabotage or bombardment.
1160. A whole tribe of 80 goblins marches toward a village.
1161. An old man in outdated-looking armor approaches the party on horseback. He accuses a PC of being a half-orc and challenges them to a fight. Closer inspection reveals some of his kit to be fake - his helm is just a bowl.
1162. Travelling through this haunted country at night lands you in the bony clutches of a barrow wight and his retinue.
1163. A large herd of cattle cross the road in front of you. As they cross, they become spooked, for reasons unknown, and begin to stampede.
1164. The PCs encounter a large flock of sheep and its shepherd. The shepherd is a rogue looking to pick up a few extra coppers (silvers or gold too!) from the PCs as they are distracted by the sheep.
1165. An earthquake shakes the area and tears a rift in the roadway. The rift might be a small crack or as drastic as a 20 foot shift (1906 San Fran earthquake, for example). This event should have impacts further down the road (on settlements, other travelers, other encounters).
1166. In an area of volcanic springs, clouds of venting steam and jets of boiling sulfurous water burst from the ground.
1167. The way ahead is suddenly a lot less picturesque as a hail of arrows flies towards your group from nearby rocky outcroppings.
1168. A slave caravan passes by. The slaves are bugbears.

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1169. Five cowled monks on a pilgrimage kneel in the middle of the road, praying softly.
1170. A pack of wolves spooks the PCs' animals but is smart enough not to get close. They just stay near enough so the pack animals are almost unmanageable.
1171. Several chariots blow by chasing a large wild boar. Men scream, "In the name of the Prince!"
1172. Uneasily, you pass a moonlit graveyard far out in the countryside. You travel in silence until a plaintive child's wail pierces the night, coming from among the gloomy tombstones.
1173. A thief in a hanging cage at an intersection begs for a crust of bread. Children throw baby potatoes at him.
1174. The road breaks out of the dense forest into a clearing. You see a large coach house with outbuildings. Smoke rises from the chimney and you hear hearty drinking songs within.
1175. In a slight depression in the road, the party hears a sudden rushing noise, and looks up to see a seven foot high flash flood bearing down upon them.
1176. Strange balls of light surround you, causing momentary confusion.
1177. A mob of villagers flee the brigands who burnt down their homes.
1178. A militia practices their ranging with a local catapult. For fun, a few decide to launch themselves into the lake beside the road. Looks like fun, maybe they are willing to share their new toy.
1179. A mad enchanter, from a hiding spot, summons a large hedge maze invulnerable to most attacks.
1180. The broken hull of a lost ship beckons absurdly from the forest edge.
1181. You pass an inn at a crossroads when a sudden blast tears away the wall.
1182. Gypsies have set up a camp at the crossroads.
1183. A soft mewling is heard from a clump of bushes. Upon investigation, the source of the sound appears to be a baby owlbear.
1184. The bridge behind you collapses. There's no way back to safety.
1185. A toddler crawls in the middle of an otherwise empty road.
1186. A man-sized bolt lays broken on the stone cobbled road.
1187. You can't remember hearing the wind bellow like a huge beast before, and the yells of your party are quite lost upon it. Then a massive funnel cloud touches down not one hundred yards before you. Behind it, you spy two more.

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1188. You hear music coming from a small box with numbers on it from the side of the road.
1189. The canyon is steep, craggy and loud. The crash of angry rapids echo below. There are no visible routes to the bottom.
1190. A thick fog has settled on the bridge ahead.
1191. A group of peasants are met travelling to the market in the next town. They offer cheap produce.
1192. The road is lined with criminals chained to stocks, with only hands and heads poking through. A visible punishment for wrongdoers. Many of the criminals shout they are innocent. Is this land corrupt or are the laws justly doled out here?
1193. A group of well-to-do merchants rest beside the road.
1194. The PCs find a voodoo doll the looks like someone they know.
1195. An empty and broken chest lies abandoned on the road. However, a careful search reveals an intact and hidden compartment.
1196. A memorial avenue of trees commemorates a long-forgotten war.
1197. The road is blocked by a large but makeshift fortification, manned by a band of kobolds, goblins or ratmen.
1198. What seems like a typical thunderstorm sweeps over the area. However, as the storm reaches its peak with heavy rains and winds, strange things start to happen. PCs hit with the rain suffer temporary polymorph effects, and trees struck by lightning become sentient or turn into other objects or living things.
1199. A smouldering unattended campfire starts to burn the roots of a nearby tree.
1200. A skeleton lies at one side of the path. It shakes its head as if to say "don't go this way" when someone passes it.
1201. A stranded traveler standing on the side of the road is in need of help.
1202. The steeple of a church blocks the road.
1203. A red-faced farmer struggles with a broken wheel on his laden wagon full of carrots. His daughter is quite comely.
1204. A crazy prophet travels this road telling everybody they are just imaginary characters in a game played between gods.
1205. As you negotiate the winding mountain pass you feel a tremor through your feet. Instants later, it becomes a rumble then a roar as rocks begin to fall around you.

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1206. What's that? A pale and dead body bobs up and down in the nearby river. Perhaps an aquatic predator killed and stashed it underwater for future meals, and it has floated up.
1207. While you rest alongside the road, a pair of bear cubs wander out playfully towards you, questing for food. Ominous growls sound behind them as the bushes part to reveal the mother, hurtling towards you.
1208. Off to one side of the road you see a patch of glowing, flowering plants nobody recognizes.
1209. A sinkhole has opened at the roadside, leading into unknown caverns.
1210. A rat wearing fine clothing hurries down the road.
1211. A man named Hudson in outdated clothes asks the PCs for help carrying casks to a hollow a short distance away.
1212. Up ahead you see the bannermen of an opposing country leading soldiers across the land, destroying crops beneath their many marching feet.
1213. A beautiful farmer's daughter runs the roadside fruit stand.
1214. Cheap way station food leads to food poisoning.
1215. A member of a hostile race flags down the group with a white cloth and offers to surrender to them and reveal secrets in exchange for protection from its own people.
1216. The group arrives late at night at a tiny village straddling the road. They secure accommodation and food from the friendly locals and fall asleep. In the morning the village is empty and ruined, as if abandoned years ago.
1217. As the road passes through a hilly region, you spy a cave, from which can be heard the voice of a singing female.
1218. As you turn the corner, a dwarf and elf are standing over a stack of goblin corpses. They argue over the kill count. For a twist, change to a hobgoblin and orc, standing over dwarf or elf corpses.
1219. Trudging through a blizzard, you party begin to hear songs in the howling wind - siren songs which are increasingly difficult to ignore.
1220. The path ahead changes from dirt to feathers marched down into the soil then to a thick blanket of feathers.
1221. You come to a large ravine.
1222. A tribe of orcs drives a herd of dire boars to market.

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1223. A roc/dragon/flying carpet speeds overhead and drops something glinting into the wilderness near the road.
1224. A gate to another dimension of time or space rips open in front of you.
1225. You awaken from camp surrounded by a parliament of owls. Nature is judging you.
1226. A half-sunk and broken statue peeks from roadside foliage.
1227. Your urgent need to take a bathroom break disturbs a reclusive cult's shrine.
1228. People dressed in white togas dance in a circle, chanting something happy.
1229. An older and obviously rich man travels with a beautiful young peasant.
1230. A hulking figure rises out of the mists ahead, followed by smaller shadows around it.
1231. The road ends with...nothingness. What happened here?
1232. A table on the roadside holds a large basket of fresh vegetables. A sign reads "1 copper a bunch: honesty is a virtue!"
1233. A wooden table stands at the side of the road, empty apart from a deck of cards laid out in a curious pattern.
1234. As bandits attack, the robbers realize a friend of theirs is among the PCs.
1235. A passing traveler warns you the trees ahead are full of drop-bears, but he darts off down the road before you can question him further. You have never heard of drop-bears and the traveler seemed to be talking and ranting to himself as he ran off.
1236. A ghost blocks passage.
1237. An approaching funeral procession takes up the whole road, forcing the PCs off the road.
1238. The PCs come to a rough and crumbly road. The ground was disturbed recently by a bulette and the PCs may fall into an empty tunnel, an occupied tunnel (by the bulette or something taking advantage of the tunnel), or just find the road travel difficult.
1239. On the side of the road are dead animals in various stages of decay. You notice a deathly silence around you as you approach the swollen, rotten corpses.
1240. The PCs spot a sword in a stone.
1241. The forest ahead sways as if caught in a violent windstorm, but the party feels no wind.

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1242. A woman asks for directions.
1243. A single rowboat floats by on the river beside the road.
1244. The party find a child at the base of a tree trying to rescue a cat caught high in the branches. While the party's attention is diverted upward the little pickpocket goes to work.
1245. A dozen vehicles, each traveling at high-speed, come barreling down the road towards you.
1246. An injured old man lies on the path, but his wounds aren't as bad as they seem.
1247. A sable haired moose prances in the forest clearing.
1248. The gale is of such strength that going against it is difficult, and the flying road dust gets everywhere. Steeds abhor it as it gets in the eyes. Visibility is low and ranged combat upwind near-impossible.
1249. Children sling stones at the party from the fringes of the road.
1250. You are moving along a road through heavy forest. The road ahead is blocked by a mass of trees and debris after a tornado tore through the area. A small village is known to be near.
1251. The smell of bread baking wafts across the road.
1252. Amorous monsters are attracted by one character's smell and begin stalking him.
1253. Someone has scattered caltrops across the road.
1254. Ghouls and zombies emerge from the shadows of the roadside woods. Instead of attacking, the entities wail mysterious warnings to leave the road.
1255. A riderless wild-eyed horse with a saddle slowly stumbles along the road, its flanks heaving from recent exertion.
1256. A lost child sobs beneath an oak tree.
1257. A grass fire burns on the side of the road.
1258. The distant ring of steel disturbs your day's hunt.
1259. As you get the roadside campfire going and put on the pot of beans, the party is surprised by the manifestation of a number of ghostly travellers, silently staring into the fire and attempting to warm their extended, translucent hands.
1260. A tall scarred troll wielding a tree trunk emerges from beneath the bridge you just crossed and demands a toll for crossing "his bridge."
1261. You become very sleepy for no reason.

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1262. You pass another group of adventurers resting on the side of the road. The smell of ale and roasting meat fills the air. They smile and wave at you, gesturing to visit.
1263. Many years of spilled blood at a contested crossroads has lent the road itself a dark sentience. Those who camp nearby suffer nightmares and the attacks of evil ghosts.
1264. You encounter a monk, a monkey, a turtle and a pig, all heading west.
1265. A man dressed in black leather darts across the road. He drops a small bag and returns for it as the party examines it.
1266. A weathered sign points off the road, but with no apparent trail to follow.
1267. The end of a rainbow shimmers around an old tree stump.
1268. An old man sits on a tree stump smoking a pipe.
1269. Several signs warn of the contents of a well you can just see atop a hill.
1270. The normally busy road is strangely empty.
1271. The next 100 yards of road are covered with newly grown grass.
1272. A giant waits in ambush behind a recent rockfall, hurling the fallen stones at any who refuse to pay his toll.
1273. A plaintive bleating draws the party's attention to small creatures in their path. The party's wilderness expert declares it to be a host of baby chimeras.
1274. How did these get here? Ladies clothing and under clothing are strewn in the bushes along the road.
1275. A group of pilgrims resting beside the road, all dressed in simple robes. They look exhausted. Many are barefoot and have bloody feet.
1276. A plague of giant blue and yellow locusts starts to cross the road in and around the party.
1277. The Mad Mage, a formerly brilliant wizard, now pesters the party with the incoherent rants of a man driven mad by a botched invisibility spell.
1278. You decide to camp not far from the roadside, but while setting up, a ghost rises up and tries to possess you. (If successful, the PC runs off into the night, leading the party to a cave-in that claimed the ghosts' life, hoping the party will complete his long forgotten quest and allow his spirit to rest. If the possession fails, he beckons the party to follow. If they do not, he flies into a rage and attacks.)
1279. Refugees flee a plague litter coming down the road.

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1280. On a desert trail, an oasis appears with several recently-dead animals lying around the water hole.
1281. A peddler wishes to trade with the traveling PCs, most persistently.
1282. All of the food in the area (berries, etc.) has been poisoned or is rotten.
1283. Noble Robin Hood-type outlaws request the party's aid in recovering one of their own captured by an evil overlord.
1284. A small group of men take target practice with crossbows. The target in question is a pumpkin patch besides a rundown cottage.
1285. An unscrupulous wizard has animated this section of the road so it throws travelers about with violent tremors and pelts them with debris from the roads' surface.
1286. From a hill overlooking a narrow, winding road, the PCs glimpse two wagons racing toward each other.
1287. A drunken dwarf staggers along, challenging everyone to a wrestling match.
1288. A human skeleton is pinned to a tree by an arrow. A backpack lies nearby.
1289. Overcast day, fog blanketed ground. A moneylender cries in his wagon and the local farmers weep from the famine. This is a bleak and dreary place.
1290. A runaway wagon pulled by a pair of rhinos careens down the road.
1291. A dilapidated vehicle overgrown with edible flora lies near the road.
1292. Ambush: small monstrous humanoids. Hidden threat: soft ground with spikes, tunnels, underbrush.
1293. A group of travellers or pilgrims approach. As they pass, one glances up at a PC and yells "YOU!"
1294. A goblin, on fire, runs shrieking past the party.
1295. So treacherous is the road, one of your mounts has thrown a shoe that cannot be found. There was no smith in the village you left behind.
1296. A goblin warrior proclaims himself the "King of Thieves." He carries a dagger and can hold his own in any battle against the PCs.
1297. The road cuts through a mountainside by means of a tunnel. Partway through, an underground river has broken through to cut across the path, its strong current challenging your progress with roaring rapids in the darkness.
1298. A rock with an odd, glowing rune sits by the road ahead.

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1299. Lepers ring their bells and chant. They approach you: "Please milord, spare some coin?"
1300. Swinging from tree to tree, a mischievous band of monkeys besieges the party and try to seize a number of shiny objects.
1301. A noble, disguised as a filthy beggar, tests the party's compassion and generosity. If they pass whatever standard he's set, then he becomes a source of various quests that require personal sacrifice to accomplish.
1302. A dead horse, in full tack, lies dead in a ditch. The saddle bags are full of adventuring equipment, a few gems, a gilded goblet, and a map to what appears to be a treasure trove. cursory examination shows signs of a struggle and drag marks leading further off the road.
1303. The group sees one group routing another leaving dying and dead behind.
1304. Noxious, bilious green gas covers the road ahead.
1305. An older gentleman hobbles along, apparently injured. If asked, he admits to being caught unawares and attacked by brigands and mumbles he should have known better. He asks the party for an escort until the next crossroads. During the trip (or during the conversation if the party refuse to help) he pick pockets as many of the party as he can for as much as he can.
1306. A young dog or other creature decides to playfully follow the party.
1307. A tree with bark chewed or clawed off at the bottom.
1308. A thin, elderly man hands out copper pieces to every child that walks by. Turns out he is the King. A small gesture to promote his good standing with the people. People who have started to think the old king is growing soft and cold hearted.
1309. A tinker with an over-encumbered mule looks worried the PCs might be evil. The mule stumbles and starts to tip.
1310. A mangy dog eating the carcass of a unrecognizable animal run over by a cart is the center of a swarm of flies and a foul stench. The dog may try to defend its prize, or follow the party, stinking all the while.
1311. A battered chest lies off to the side.
1312. You come across the body of a dead dragon, its' enormous form creates an impassable roadblock.
1313. A stranded traveler standing on the side of the road is a con artist.
1314. A giant skeleton bounds atop a rock cliff.

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1315. A loyal mount stands wounded in the road, protecting its unmoving rider who lays supine upon a copious amount of blood. Lowering its head, it snorts as your party draws near.
1316. When the ancient hermit hunkered down by the roadside sees the party, he jumps up and yells, "The prophecy, the prophecy, it is fulfilled!" He then runs into the corn field behind him.
1317. A PCs kicks up a stone that has a strange mark.
1318. The wizard's tower is a stopover for many. A small town has grown around it as a result.
1319. As you trudge forward, a loud cracking sound brings you short. A light flashes brilliantly, then before you appear humanoid figures of no species you've ever encountered.
1320. Walking towards you barefoot is an old monk. He appears to carry only a water skin and staff. He only speaks a regional language.
1321. A circus is set up alongside the road. A barker on the roadside cajoles you to "come inside and see what wonders it holds."
1322. The road crests a hill, and spread out before the group is a stunning, sweeping vista of the land beyond. A painter sits nearby, capturing the scene, and asks the group to pose for his foreground.
1323. A large chunk of ornate (and possibly foreign) masonry blocks the road, with signs it recently fell out of the sky.
1324. The sign next to the road has an illustration of a monster and reads "Violent Wild Beast Crossing."
1325. A dirt dwarf crawls out from the local dump sprawling across the road. The smell is putrid.
1326. The party finds a grouping of shallow caves laid out in a precise geometric pattern.
1327. The road is rigged with an obvious and clumsily/hastily made trap. The PCs can hear drunken giggling from the undergrowth.
1328. A woman on the road yells for help, saying bandits robbed her and her husband and left her husband for dead. She leads the PCs to her husband who is close to death and needs immediate medical attention. If he dies then the party has gained a hanger-on they have to take to at least the next town, if not all the way home. If he doesn't die they have to find a way to travel to the next town with a dying man.

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1329. Near the road is a mound the size of a grave, obviously of recent excavation, marked at its head by an upright stake.
1330. The air suddenly becomes cold or hot.
1331. A rowboat sits on the side of the road. There is no river or stream nearby.
1332. After a recent storm, a small rivulet crosses the road. All around it lay the bodies of dead birds and small rodents.
1333. The characters are presented with an alternate route to their destination. Which is safer or faster? And which is more comfortable and easier to travel? What's the cost for either route? How do the PCs get this information? Can they trust the source?
1334. An empty noose hangs from a thick branch overhead.
1335. Flies are buzzing around a shoe containing a foot in front of you.
1336. A wandering cleric begs the heroes to recover a relic for them.
1337. A nobleman's retinue is travelling up behind the PCs. Expect the guards to be rash and impolite.
1338. A pair of rangers fine-tunes their skills piercing a melon 600 paces away. Half a dozen arrows already riddle the fruit.
1339. A potion lies on the road. Beside it is a wooden sign with words etched in charcoal. The sign reads "drink me."
1340. The PCs find the tavern they planned to stay at is under attack by an armed group of people in uniforms.
1341. A colony of lepers migrates on the same road the PCs are using.
1342. A prison work-gang and their guards are rebuilding part of the road. The convicts use the arrival of the party as an opportunity for escape.
1343. Gray churning clouds part to admit a shaft of brilliant light, transfixing you party upon the road.
1344. A road sign saying where you came from is ahead of you.
1345. A group of guardsmen hang wanted posters on trees. One face looks familiar to a PC.
1346. From an old roadside shrine to an unknown god the group hears crying. A naked newborn baby lies upon the altar in a beam of sunlight, with no sign of anyone else about.
1347. The road ahead forks in six directions.

Roleplaying Tips Presents: 1,372 Roadside Encounter Ideas

1348. A huge nest has fallen from a tree on the side of the road, and the strange-looking eggs within seem on the verge of hatching.
1349. Gravity seems to have been defied when you come across an upside down bridge. Is it just an optical illusion, did the builders read the plan upside down or is there more to this than first appears?
1350. The PCs spot a small cave up a nearby hill. Is it a shelter or a lair?
1351. The King's messenger needs a fresh horse.
1352. A rift to another dimension appears in the middle of the road. It might take the form of a rainbow end, a dark and crackling portal or a simple hole in the ground.
1353. A dwarf falls from the sky.
1354. A wind elemental likes to cause havoc along this road. Several travelers have warned you and authorities of the threat, yet the officials only answer with, "Whatever blows your skirt up."
1355. A row of severed heads on spikes and a warning sign claiming, "Dis Rode Belong Garg"
1356. Giant birds fly off from a dead, thunderstroke tree.
1357. A band of foreigners/non-humans in garb the group don't recognise halt the PCs and ask urgent questions in a language nobody understands.
1358. A large dragon circles overhead like a hawk hunts for prey.
1359. A Tyrannosaurus rex chases down a triceratops.
1360. A fallen cart has pinned its driver underneath. The cargo of the cart may also involve contraband goods.
1361. A family of elves are trying to illegally cross the border.
1362. Road passes under a strange stone arch.
1363. A large tree suddenly crashes down in front of you.
1364. A strange oily substance runs out of a cliff face, forming slick puddles that cover the road.
1365. Very small kobold/goblin/not-really-threatening humanoid wearing an old carpet as a cape leaps into the path and demands tribute as King of the Road.
1366. You approach gypsy wagons in a circle. At first you hear people talking and children playing. The closer you get, you start to hear whispers. When very close, you are greeted with complete silence and you see no one around.

- 1367. The road is packed with traffic, all of which is going the opposite direction of the PCs.
- 1368. A crazed halfling, starved out of his mind, attacks the PCs and rips their packs apart with his teeth in search of food.
- 1369. Ambush: archers behind a tree across the road just around a bend in the road. Close quarter forces hide in bushes.
- 1370. Monstrous mount ridden by a gnome.
- 1371. The road closed due to snow, regardless of the season.
- 1372. Bounty hunter tracks his target.

Last Word From Johnn

Thanks for downloading this ebook. I hope you find it useful and inspirational for your games!

If you ever want to chat, I'm available at:



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