Core Discovery tables

This document contains all the of the tables you should need for quick generation of discoveries during session although it can be used out of session to generate more permanent things such as locations. At the bottom you can find a table with a list of web addresses, these are useful sites for generating random encounter and the like. If you feel like changing these tables please do they are meant as a guide as much as a resource.

**Distance modifiers (DM)**

|  |  |
| --- | --- |
| **Distance**  **(Hexes)** | **Modifier** |
| 1 | +0 |
| 2-4 | +1 |
| 5-7 | +2 |
| 7-10 | +3 |
| 11-14 | +4 |
| 15-17 | +5 |
| 17-19 | +6 |
| 20+ | +7 |

**Discovery Navigation Roll**

|  |  |
| --- | --- |
| **1d20+DM** | **Result** |
| 1-16 | Nothing Unusual |
| 17 | Events |
| 18 | Locations |
| 19+ | Encounters |

**Encounters**

|  |  |  |
| --- | --- | --- |
| **3d10+DM**  **(% based on 0 DM)** | **Result** | **Additional rolls** |
| **3-11** (16.5%) | An NPC or Group crosses paths with the party. (RT:2) | Strangeness + Motive |
| **12-13** (11.8%) | A Humanoid or Group Crosses paths with the party. (RT:1,3) | Strangeness + Motive |
| **14-16** (21.7%) | A Beast or Pack catch the scent of the party. (RT:1,3) | Strangeness + Motive |
| **17**  (7.5%) | The party crosses paths with a primordial force based on the environment. (Elementals or plant creatures.) (RT:1,3) | Strangeness + Motive |
| **18-20**  (20.5%) | An Undead or Group cross paths with the party. (RT:1,3) | Strangeness + Motive |
| **21-22** (10%) | The party is Set upon by fey. (RT:1,3) | Motive |
| **23-25** (8.5%) | A Construct or Group cross the path of the party. (RT:1,3) | Strangeness + Motive |
| **26-30** (3.5%) | A Giant or Group cross paths with the party. (RT:1,3) | Strangeness + Motive |
| **31** | A Fiend or Group cross paths with the party. (RT:1,3) | Motive |
| **32** | A Dragon or Group cross paths with the party. (RT:1,3) | Strangeness + Motive |
| **33** | An Aberration or Group cross the path of the party. (RT:1,3) | Motive |

**Events**

|  |  |  |  |
| --- | --- | --- | --- |
| **1d10** | **Result** | **Participants** | **Effect** |
| **1-5** | NPC gathering | Roll 1d6 on 1-5 its NPCs. On a 6 roll on the encounter table. | Roll on the Gathering Table + Strangeness |
| **6-9** | Obstacle in the way | - | Roll on Obstacle table. |
| **10** | Accident | Roll 1d(number of party members) for the number of party members affected. | Roll on Accident Table |

**NPC Gathering**

|  |  |  |  |
| --- | --- | --- | --- |
| **2d6** | **Type** | **Group size** | **Motive** |
| **2-4** | Camp (Hunter/Traveler) | 1d4+1 | Food/Shelter |
| **5-6** | Outpost | 1d6+1 | Information |
| **7-8** | Party | 2d10+2 | Celebration |
| **9-10** | Religious Service | 2d10+2 | Roll on Motive table |
| **11-12** | Ritual | 2d6+2 | Roll on Motive table |

**Obstacle**

|  |  |  |  |
| --- | --- | --- | --- |
| **2d6** | **Hindrance** | **Skill checks** | **Creatures** |
| **2-3** | Fallen log blocks the party’s path. | DC 10 Athletics (STR) check | A Beast or Pack live in the tree. (RT:1,3) |
| **4-5** | A Creek blocks the party’s paths | DC 10 Athletics or Acrobatics (STR or DEX) check | - |
| **6-7** | A Chasm has opened in the party’s path. | DC 20 Athletics or Acrobatics (STR or DEX) check | A Beast or Pack live in the tree. (RT:1,3) |
| **8-9** | Open pit | DC 15 Athletics or Acrobatics (STR or DEX) check | - |
| **10-11** | Barrow (Mound of earth) | - | An Undead or Group live in the barrow. (RT:1,3) |
| **12** | Quicksand/mud | DC 10 Athletics or Acrobatics (STR or DEX) check | Roll on Encounter Table. |

**Accident**

|  |  |  |  |
| --- | --- | --- | --- |
| **1d8** | **Result** | **Skill check** | **If failed** |
| **1-2** | A tree falls | DC 10 Perception (WIs) check | DC 10 Athletics or Acrobatics (STR or DEX) check |
| **3-4** | Trap | DC 10 Perception (WIs) check | Trap Triggers. Roll of trap table. |
| **5-6** | Landslide | DC 15 Perception (WIs) check | DC 10 STR saving throw |
| **7-8** | The Ground Gives way | DC 20 Perception (WIs) check | DC 15 Acrobatics (DEX) check |

**Location**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **4d6** | **Structure type (d1)** | **Purpose (d2)** | **Inhabitants (d3)** | **State of decay (d4)** |
| **1** | Single Building | Homestead | NPC | Well cared for |
| **2** | Settlement | Fortification | Beast | Operational |
| **3** | Natural Structure | Treasure | Undead | Untidy |
| **4** | Other Structure (Mine) | Religion | Humanoid | Dilapidated |
| **5** | Tavern | Monument | Construct | Condemned |
| **6** | Spire | Arcane | NPC | Ruin |

**Reference table (RT)**

|  |  |
| --- | --- |
| **1** | http://donjon.bin.sh/5e/random/#encounter |
| **2** | http://donjon.bin.sh/5e/random/#npc |
| **3** | http://donjon.bin.sh/5e/monsters/ |
| **4** | http://blessingsofthedicegods.blogspot.co.uk/p/dungeon-dozen-fan-index.html |
| **5** | http://kobold.club/fight/#/encounter-builder |
| **6** | http://www.lastgaspgrimoire.com/generators/the-seventh-order-of-the-random-generator/ |