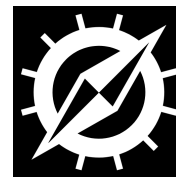


# One Page

A Random Table for Fantasy Gaming

Number Thirty : Trail Travails

More One Page tables



1	A fortified outpost offers welcome relief from the difficulties of the trail. There's a 25 percent chance of encountering another group of travelers who may or may not have honorable intentions.	11	Uniformed riders approach and stop the party for inspection. They pay more attention to faces than carried stores. Hopefully, no one resembles the escaped prisoners the guards are searching for.
2	A smoldering wagon and fresh draft animal corpses beside the road indicate trouble. Someone or something left a scuffed trail. The marks lead to an ambush.	12	Equipment failure, a broken wagon wheel, lame animal, or broken pack strap, halts progress. Spend 2d4 hours scavenging materials, treating injuries, or making repairs.
3	A uniformed patrol approaches the party, but, in this case, they're imposters. The uniforms are fake, and the patrol is the first phase of an ambush.	13	A venomous spider or snake bites a party member. Its poison isn't deadly, but the victim becomes delirious and debilitated unless they receive treatment.
4	The travelers encounter two children along the trail, abandoned by their companions after their parents died. The kids are in bad shape and won't survive on their own.	14	The map shows an outpost here, but all that remains is a burned-out ruin. There's a 75 percent chance the perpetrators are still in the area and will attack after dark.
5	Pests -- rodents, mold, or insects -- have gotten into the group's food, turning perfectly good rations into garbage. It's going to be a hungry trip without an alternative food source.	15	Intelligent monsters have established a toll booth on the trail. They accept food or valuables and use force only if necessary. Their presence scares off other potential threats.
6	Churning, black clouds warn of an approaching storm. It brings high winds and pounding rain, and anyone or anything outdoors suffers damage from fist-sized hailstones.	16	Heavy cloud cover, precipitation, and confusing terrain make for slow going. The party moves at half its usual rate for 1d4 days and has double the usual chance of becoming lost.
7	A massive rockslide has blocked the trail the party is following. Faint paths lead around the obstacle, but only one returns to the main route; the other ends at a dangerous creature's lair.	17	Recent heavy rain has raised water levels in local streams and rivers, making fords impassable and flooding bridges. Find an alternate route or risk crossing fast-moving, debris-filled water.
8	Crude tombstones mark the grave sites of travelers who didn't survive the journey. Several graves are open, and the bodies are missing. It's hard to say if they were dug out from above or below. Cannibals, grave robbers, or undead?	18	Previous travelers have used this favorable campsite and left a mess. It's littered with broken gear and trash. Using the site for a meal or staying overnight exposes all party members to a deadly, fast-moving disease.
9	A herd of large herbivores, panicked by predators or weather, stampede toward the travelers or their camp. The beasts will trample unprotected people and equipment unless they're stopped or diverted.	19	The party's map clearly shows a good water source here, but this foul-smelling pool of greenish liquid can't be it. A recent tremor uncovered a pocket of poisonous minerals that has tainted these waters.
10	A series of false blaze marks steers the party away from the correct trail. They lead to a dead end, bandit encampment, trap, or hostile village.	20	Uniformed soldiers approach the party for inspection. They'll delay the travelers with a series of demands until someone offers a substantial bribe.