

d100	Description
1	Light Rain
2	Row of severed heads on pikes. (+1 madness)
3	Powerful storm. Lose 1 day of travel
4	Cloudy day with light winds
5	Pass a small caravan. Small children playing among the carts lifts your spirits. (-1 madness)
6	An army is on the march. They may be moving out as relief troops for a distant outpost, or going to war.
7	A spring trickle of rain smiles on the farmers this day.
8	Flowers by the roadside turn their heads to follow the party.
9	You stumble upon an old scroll case wedged between a tangle of tree branches. Inside is a random wizard spell.
10	A set of shackles lies at the side of the road.
11	A dead magic user clutches a scroll in his stiff hand. Random wizard spell.
12	Overturned coach. All travelers dead. Horse needs to be killed. A random spell scroll in coach.
13	A noble, disguised as a filthy beggar, tests the party's compassion and generosity. If they pass whatever standard he sets, then he becomes a source of various quests that require personal sacrifice to accomplish.
14	A friendly rabbit is actually a polymorphed princess from a far away land. She asks for help getting to the next village.
15	A group of guardsmen hang wanted posters on trees. One face looks familiar to a PC. (Backstory NPC? Contact?)
16	A reanimated corpse sits in the road, but does not interact with the party in any way
17	Dense fog. Lose 1 day of travel.
18	Empty rotting backpack, rotting food
19	Coach flies by and splashes PCs with mud
20	Band of mercenaries. If hostile reaction, they will force party into service or rob them of gear
21	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. (-1 Madness)
22	Murdered travelers litter the road - they begin to animate. Zombie ambush. (2 x PCs)
23	Pack of starving wolves (2 x PCs)
24	Bandit Ambush!(2 x PCs)
25	Bridge out – Circle back (lose a day of travel)
26	Three pilgrims trudge along the dusty road, an old man and two young men. Simple travelers? Or are they more than they seem? Helpful, gain 1 rumor.
27	Rock with <i>Continuous Light</i> cast on it
28	Toll road. PCs must pay 1sp or 1gp, depending on how wealthy they look
29	Bear Trap: Set up by goblins. There is a 10% chance per hour that the goblins that set the trap comes to check on it. DC 20 Perception Check to avoid trap.
30	Bad storm. Seek shelter. Do not move forward.
31	An exotic, almost alien weapon or tool lies on the side of the road.
32	A group of masons push carts of materials towards a town.
33	A dozen townsfolk are running after a fleeing woman and attempting to stone her to death for being a prostitute.
34	A chatty bard walks alongside the party. Gain 1 rumor.
35	In the morning while breaking camp, the PCs spot a bush that wasn't there before.
36	A cart piled high with corpses sits in the middle of the road with not a living soul in sight.
37	A dragon flies across the sky.
38	Goblin Ambush! 2 x # PC of goblins attack the party. Retreat when 1/2 killed.
39	A scruffy, twitching man digs a hole in the middle of the road.
40	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 you. It is then, to your dismay, you notice the woman and her "dead" husband have drawn long daggers and are also advancing.
41	A ranger stops by the group's camp one night and gives them advice on the trail ahead, including places to camp and a tavern where they can get good rates if they mention his name. All his advice is impeccable, but when they mention his name at the tavern, they're told he died years ago on that very road.
42	A little girl in a red cloak skips down the road
43	As bandits attack, the PCs (thief PC?) realize a friend of theirs is among the robbers.
44	An enormous dragon lands on the road in front of the group. It asks for directions to a certain village, gives the party a generous tip, and then flies off saying he intends to raze it to the ground.
45	A person fleeing arranged marriage seeks refuge with the PCs. Roll d6: 1-2 person is found, 3-4 person is safe, 5-6 person is thief.
46	Two noblewoman argue about who is the most beautiful, and they want a PC's opinion. If they pick one, the other becomes an enemy.
47	Perfect traveling weather. Gain 1 day of travel.
48	A chain gang digs ditches beside the road.
49	The dark forest the road travels through is home to giant spiders that drop onto the party.
50	A scarecrow in the clothing of a court jester has been erected in the middle of the road.
51	The party hears a long stream of curses further up the road. Then they spot a head in the road. A person is still alive, buried up to his neck!
52	The PCs chance on a farmhouse on fire.
53	The leading PC is attacked by a mammoth shark-like creature as it erupts from beneath the surface of the road.
54	A circuit preacher makes the PCs his special project.
55	Orcs gather twigs and berries along the road and it's clear they have non-hostile purpose. Will the PCs attack just because they are orcs? If attacked, Lose 1 ethos.
56	A knife without sheath lies glittering in the road ahead.
57	The PCs mysteriously repeat a piece of road they already passed, though the route has been perfectly straight to this point. The road even includes their footprints. Lose 1 day of travel.
58	Two guards hold a wanted poster. They carefully studies the party as they pass by.
59	Someone has scattered caltrops across the road. Perception DC 12 by lead PC. Fail: lose 1 day of travel
60	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. Really it is a witch/Hag luring people.
61	Fruit trees. Gain rations
62	Cool stream. Gain water.
63	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.)
64	A lone hooded figure dressed in a long, dirty, red robe approaches slowly tolling a bell.
65	Overturned coach. Coachmen dead, riddled with arrows. Signs passengers dragged into forest...

66 Warm and sunny
 67 A brand-new shoe lies on the trail
 68 A tree full of wind chimes

69 A smiling roadside merchant roasts rats, frogs, and squirrels on sticks. He offers a bite to the PCs. If they stop, gain 1 rumor.
 70 A carriage is pulled over and the driver is looking for help - his passenger is giving birth. Medicine DC 10. (Maybe a new contact)
 71 The road is lined with snakes sleeping in the sun. (Lose 1 day or travel)
 72 PCs find a mysterious book on the side of the road.
 73 Dead animal
 74 A band of lepers or plague-carriers on their way to a nearby spring with supposed healing properties.
 75 Carved into a rock in the middle of the road are the words, "Good luck tomorrow. You're going to need it."
 76 Peddler. Any gear in PHB worth 15gp or less for sell.
 77 Random PC gets twisted ankle. Lose 1 day of travel.
 78 An ecstatic farmer presses a cigar into your hands and proclaims, "It's a girl!"
 79 Old statue of some forgotten God
 80 A dwarf falls from the sky onto the road with a splat. (Did a creature drop it, was he launched into the air, did he fall from a floating fortress?)
 81 A weathered sign points off the road, yet with no apparent trail to follow.
 82 Slightly overcast
 83 A little girl is watching you from just off the road. The next time you glance over, you see a wolf run away.
 84 The party notices a sudden and drastic change in temperature, then just like that, things are back to normal.
 85 Gibbet with a corpse. WIS Save DC 12 or gain 1 madness
 86 Ladies clothing and under clothing are strewn in the bushes along the road. How did these get here?
 87 A goblin, on fire, runs shrieking past the party.
 88 As you turn the corner, a dwarf and elf are standing over a stack of goblin corpses. They argue over the kill count.
 89 Passing friar/priest. Gives blessing. Players have advantage on next roll.

90 Merchant caravan under attack by bandits. 2 x #PCs bandits. # PCs of Guards are injured. Merchant will offer reward.
 91 A table on the roadside holds a large basket of fresh vegetables. A sign reads "1 copper a bunch: honesty is a virtue!" Ethos +/- based on actions.
 92 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 out of sight altogether.
 93 A paladin 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. If hostile reaction, he declares the PCs evil and attacks!
 94 A dead raven lies on the road, pierced by a bright blue fletched arrow.
 95 Hanging corpse with sign - WITCH. WIS Save DC 12 or gain 1 madness.

96 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.
 97 A robed monk, collapsed and bleeding on the roadside, pushes an unremarkable ring into a PC's hands and desperately whispers, "You must..." before exhaling his last breath.
 98 A stranger on the road tells each PC to repent of their sins. He knows details.
 99 A drunken dwarf staggers along, challenging everyone to a wrestling match. Reactions determine outcome.
 100 A bounty hunter tracks his target. If hostile interaction, he may attack. Helpful will be another rumor.

Reactions (CHA Modifier)

12 Friendly
 9-11 Positive
 6-8 Neutral
 3-5 Negative
 2 Hostile