

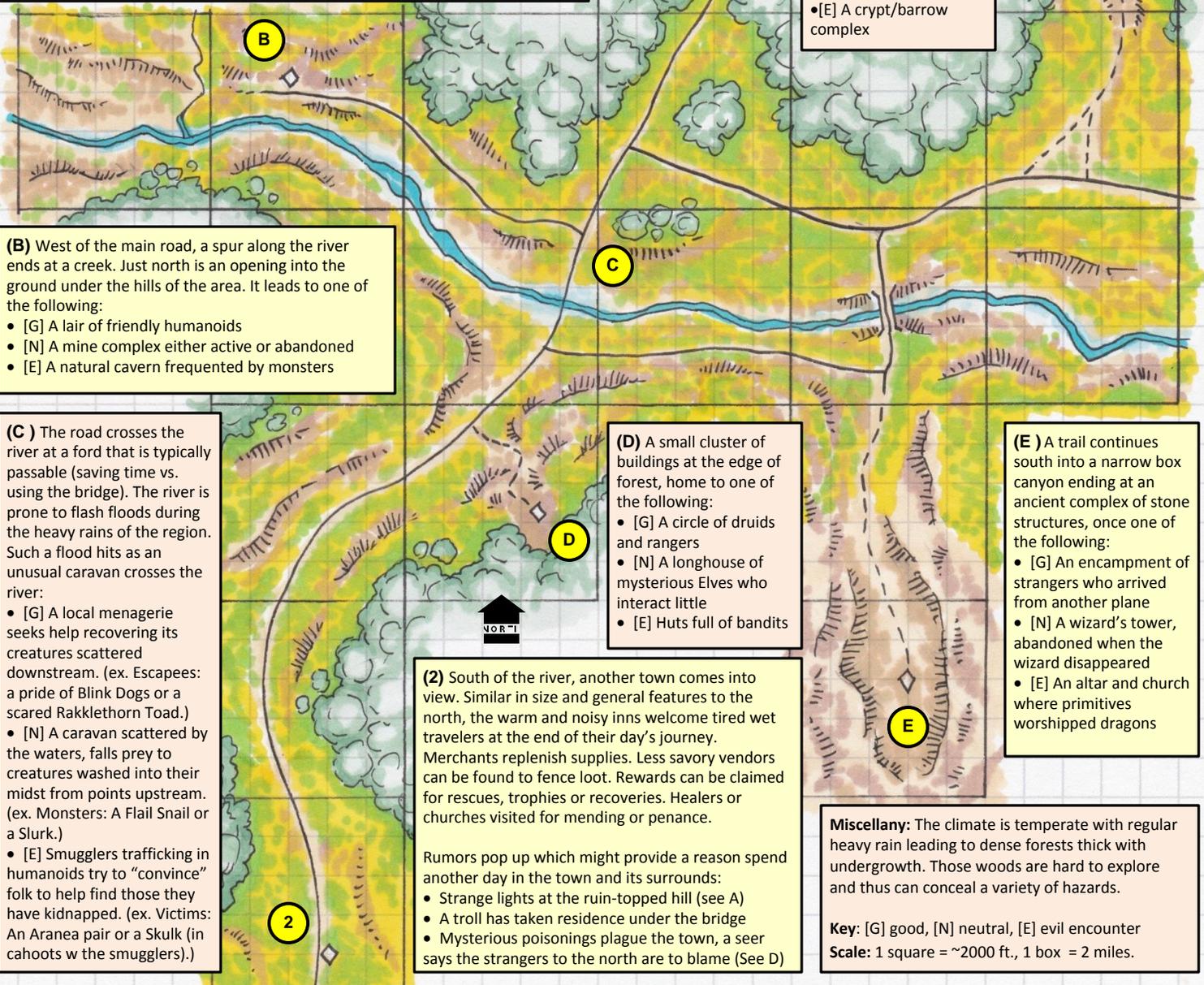
# One Day Journey

*"Ain't about how fast I get there - Ain't about what's waiting on the other side - It's the climb"*  
 -- M Cyrus, bard

**Introduction:** On most worlds, adventures are strung together with travel like pearls on a necklace. A day's journey usually begins and ends in a settlement, winding through the hills and dales of the world at large. This One Page Dungeon provides a single day of travel with encounters and points of interest. Although designed for north at the top, it is easy enough to turn the map sideways or even upside-down.

**Encounters:** (Roll once per applicable time interval of your favorite system)

1d100	Roll	Encounter Notes
01 - 30	Wildlife/Animals	Temperate forest or hill creatures are typical here.
31 - 50	Wildlife/Monster	The deeper woods and darker ravines are home to a variety of monsters
51 - 60	Hazardous Terrain	Sinkhole, landslide, forest fire or other unusual feature complicates travel
61 - 70	Adverse Weather	Heavy rain, hail, winds and flash floods are common in the region
71 - 80	Common Travelers	Caravans stick to the main road, but hunters and foragers can be found on the side trails and paths
81 - 85	Common Locals	Farms surround the towns and are strung along the roadside. Hunting lodges can be seen in the distant hills.
86 - 90	Bandits	Where the woods narrow at the road, or the lonely spaces between towns, are their favorite spots to hide.
91 - 95	Unusual Locals	A notable from nearby (Sheriff, Noble, Priest or Mage of renown) is encountered
96 - 98	Magical event	Phenomena related to local wizards, nearby ley lines or mystical places are a rare occurrence.
99 - 100	Special	GM Choice



**(1)** A small town, surrounded by fields in all directions, dark dense forest visible in the distance, is where the players begin the day. There is another town a day to the south. The road threads between forest and hills, crossing a fast river at a ford that is usually safe. If the players ask, there are sites of interest along the way:

- (A) A tall hill with ruins at the top
- (B) An entrance into the underdark
- (D) A cluster of buildings near the deep forest
- (E) A temple of sorts at the end of a box canyon

Rumors about the region due south:

- An unusual caravan is several days overdue (see C)
- Recent rains have left the road blocked by fallen trees or landslides in several places
- Creatures are raiding along the river west of the ford (see B)
- A dragon has been seen over the canyon (see E)

**(A)** One of the highest spots, this hill has a grassy top, it is home to one of the following:

- [G] A ring of mysterious stones
- [N] A lonely keep or castle intact or in ruins
- [E] A crypt/barrow complex

**(B)** West of the main road, a spur along the river ends at a creek. Just north is an opening into the ground under the hills of the area. It leads to one of the following:

- [G] A lair of friendly humanoids
- [N] A mine complex either active or abandoned
- [E] A natural cavern frequented by monsters

**(C)** The road crosses the river at a ford that is typically passable (saving time vs. using the bridge). The river is prone to flash floods during the heavy rains of the region. Such a flood hits as an unusual caravan crosses the river:

- [G] A local menagerie seeks help recovering its creatures scattered downstream. (ex. Escapees: a pride of Blink Dogs or a scared Rakklethorn Toad.)
- [N] A caravan scattered by the waters, falls prey to creatures washed into their midst from points upstream. (ex. Monsters: A Flail Snail or a Slurk.)
- [E] Smugglers trafficking in humanoids try to "convince" folk to help find those they have kidnapped. (ex. Victims: An Aranea pair or a Skulk (in cahoots w the smugglers).)

**(D)** A small cluster of buildings at the edge of forest, home to one of the following:

- [G] A circle of druids and rangers
- [N] A longhouse of mysterious Elves who interact little
- [E] Huts full of bandits

**(2)** South of the river, another town comes into view. Similar in size and general features to the north, the warm and noisy inns welcome tired wet travelers at the end of their day's journey. Merchants replenish supplies. Less savory vendors can be found to fence loot. Rewards can be claimed for rescues, trophies or recoveries. Healers or churches visited for mending or penance.

Rumors pop up which might provide a reason spend another day in the town and its surrounds:

- Strange lights at the ruin-topped hill (see A)
- A troll has taken residence under the bridge
- Mysterious poisonings plague the town, a seer says the strangers to the north are to blame (See D)

**(E)** A trail continues south into a narrow box canyon ending at an ancient complex of stone structures, once one of the following:

- [G] An encampment of strangers who arrived from another plane
- [N] A wizard's tower, abandoned when the wizard disappeared
- [E] An altar and church where primitives worshipped dragons

**Miscellany:** The climate is temperate with regular heavy rain leading to dense forests thick with undergrowth. Those woods are hard to explore and thus can conceal a variety of hazards.

**Key:** [G] good, [N] neutral, [E] evil encounter  
**Scale:** 1 square = ~2000 ft., 1 box = 2 miles.