

# One Page

A Random Table for Fantasy Gaming  
Number Eight : Woodland Features and Hazards  
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|----|--|----|---|
| 1  | <b>Boggy ground</b> makes for slow going between the smaller trees of this miles-wide low spot. Movement rate is halved and there is a three in six chance of encountering <b>quicksand</b> .  | 11 | <b>Narrow ridges, low hills, and deep hollows</b> twist and dip beneath the dense trees, making straight-line travel nearly impossible. Double the usual <b>chance of getting lost</b> .  |
| 2  | A small, shallow <b>stream</b> flows along the path of travel. During dry weather this may slow to a muddy trickle, but normally it provides a <b>good source of water</b> . There is a one in six chance it is <b>tainted or fouled</b> by some natural source. | 12 | Scattered boulders and stones surround a <b>large outcropping</b> of native stone, twenty feet high at least. The top has a <b>good view</b> of the locale, and the crevices, boulders, and stones may provide <b>shelter</b> or serve as <b>beast dens</b> . |
| 3  | A broad, grassy <b>clearing</b> provides welcome relief from the shadowy woods. There is space to <b>graze mounts</b> , and at night the open sky allows a <b>clear view of the stars</b> for navigation.  | 13 | A small spring feeds a <b>boggy pool</b> , a constant source of water no matter the season. There is a one in six chance of <b>quicksand</b> near the bog. Double the chance of an encounter here.  |
| 4  | A hollow tree, a small cave, or plentiful prey has drawn an <b>aggressive predator</b> to the area. It is likely no threat to a prepared party, but mounts or isolated individuals may be at risk.   | 14 | A <b>steep-sided ravine</b> , thirty or more feet deep, several miles long, cuts the land. Its sides are too steep for mounts to negotiate. Rain will produce <b>flash-flood</b> conditions.  |
| 5  | A miles-wide are of forest has been <b>destroyed</b> by a natural disaster: windstorm, flood, or wildfire. Crossing this area will be <b>slow and difficult</b> .  | 15 | This <b>depression</b> is actually a <b>sinkhole</b> leading to a <b>small cave complex</b> , perhaps occupied. The caves could serve as a chilly and damp shelter, but may <b>flood</b> during rain.   |
| 6  | A well-used <b>game trail</b> crosses the path of travel. This extends several miles and if used, will improve movement rates. There is a one in six chance the trail is used by <b>intelligent creatures</b> .  | 16 | A <b>grove of trees</b> , all the same kind, breaks the usual forest mix. This place may hold <b>special significance</b> to local intelligent creatures, and its <b>unique appearance</b> makes it a <b>useful landmark</b> .                                |
| 7  | The damp and shady conditions here are perfect for growing <b>mushrooms</b> . They're all over, big, small, plain, spotted, and colorful. Identifying which are useful and which are poisonous may be a challenge.   | 17 | A mix of cover, grazing and water has created <b>ideal conditions for herd animals</b> . Double the usual chances for a <b>successful hunt</b> . There is a one in six chance that <b>local hunters</b> frequent the area.                                    |
| 8  | Dense undergrowth, vines, and / or brambles form a <b>near-impenetrable thicket</b> more than mile across. Movement rates and encounter distances are halved.  | 18 | A bare, <b>steep-sided hill</b> rises above the trees here. A <b>narrow trail</b> (natural or created?) winds up from the base to a flattened crest, creating a <b>defensible bottleneck</b> .  |
| 9  | A <b>large pond</b> , at least an acre, has formed here, fed by springs or small streams. <b>Wildlife</b> uses this area as a watering hole, so double the usual chance of an encounter here.  | 19 | A <b>forest giant</b> , a tree at least three times the size of its next-largest neighbor, stands in a <b>small clearing</b> created by its dense foliage. The trunk is <b>hollow</b> , what's inside?  |
| 10 | Hundreds and hundreds of <b>dead trees</b> mark a great swath of forest, the site of some great disaster or deadly infestation. The rocky ground is littered with dead leaves and fallen branches. <b>Nothing grows here</b> .                                   | 20 | Low-growing, uninteresting <b>shrubs</b> spread beneath the surrounding trees. The leaves and flowers produce a <b>contact toxin</b> , which causes an itchy rash. One in six people will suffer a <b>debilitating reaction</b> to this poison.               |