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A Random Table for Fantasy Gaming

Number Nine : Desert and Wasteland Features and Hazards

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1	A rain / evaporation cycle has produced a salty wasteland, a crusted-over bog marked by clumps of stringy grass and swarms of biting insects . Movement rate halved.	11	Deep crevices score the rocky ground, creating yards-wide obstacles. The depths are cool and shadowed, but prone to flooding if it should rain.
2	Someone has cut dozens of small, rectangular chambers into the base of a cliff here. These doorless rooms have no obvious purpose. Double the usual chance of an encounter here.	12	A series of low mesas and buttes rise above the dry plain. Most are inaccessible, but one or two have narrow trails or chimneys that provide access to the top. What a view!
3	Weathered, exposed rock creates a rumpled landscape that defies passage. Ridges, chasms, ravines, spires, and cliffs slow movement to one-quarter the usual rate. There is a one in six chance of getting lost here.	13	A clear spring bubbles out of the ground and into a natural stone bowl. The sickly green mineral deposits around the pool hint that it may be tainted .
4	Dried and cracked mud covers several miles of flat terrain here. Crossing this area leaves a clear trail , and should a rare rainstorm strike, the area becomes a sticky morass of mud.	14	Once upon a time, someone lived here. A roofless, abandoned shack with the initials JCK carved above the door is all that remains. A small well still provides clean water .
5	Steam rises from pools and pits filled with iridescent mud . Most are boiling hot, and there is a one in six chance of a geyser here.	15	The ground is coated with salty mineral deposits that tint the earth brown and green and yellow. Any nearby water source will be tainted by chemical poisons .
6	An outcropping of dark stone rises above the sand. It resembles a humanoid face when viewed from the top of a nearby hill. The locals believe it is the face of a dead god .	16	A rocky ridge forms a windbreak, and deep sand has accumulated along the leeward side, creating a patch dry quicksand capable of swallowing an entire caravan.
7	Pale wind-smoothed sand stretches for miles. Those that aren't blinded by the white sand and bright sunlight will find themselves confused by shifting mirages .	17	The rocky slopes ahead are covered with a thorny shrub that impedes travel. Those familiar with the environment know the plant's taproot is a good source of water .
8	A small spring of good water has created a tiny patch of green in the middle of this barren place. Grasses, shrubs, and a few stunted trees provide shelter from the sun . Double the chance of an encounter here.	18	A narrow track leads across the rock-strewn plain, offering the possibility of civilization ahead. The trail is a lie . It comes to an end next to a dried-out lake bed .
9	Deep sand , as far as the eye can see. Crossing this area will halve movement; and sand gets in everything, making for a gritty, dusty journey until all gear is cleaned. Penalize all diplomacy and appearance skill checks.	19	Constant wind raises huge clouds of dust in this desiccated stretch of land. The powdery substance coats every surface, blinds and chokes travelers , and obscures the sky. There is a one in six chance of getting lost here.
10	This is no garden spot, but numerous plants cover this stretch: prickly cacti, tough grasses, and gnarled trees. There is a one in six chance of finding a previously used campsite , and double the usual chance of an encounter here.	20	The area ahead is overgrown with stiff-leaved, three-foot high grass . The stuff has sharp, jagged edges that can slice flesh . Sap on the leaves numbs cuts but prevents blood from coagulating .