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A Random Table for Fantasy Gaming
Number Ten : Plains Features and Hazards
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1	A cluster of small sinkholes surround a much larger depression , which is over one hundred feet deep. Unstable edges are prone to collapse . Several of the sinkholes lead to a group of interconnected (occupied?) caves .	11	A trail of beaten earth cuts across the path of travel here, occasional yellow-painted stones marking its course. Double the usual chance of encounters near the trail. It eventually reaches a settlement . Eventually.
2	The terrain ahead is broken by dozens of ten- to thirty-foot high sword-like stones sticking out of the ground. They all lean to the west.	12	That mesa-like bluff is actually the outer edge of a caldera . The interior contains a small lake supporting a forested micro-climate.
3	An oily stench fills the air around the bubbling black pools of tar scattered across this shallow dip. The pools are a natural source of pitch , but the surrounding ground is unstable .	13	These low hills appear natural, but a closer look shows they were built by intelligent beings. They depict a vast serpent-like creature with many heads when viewed from above.
4	The grass here grows eight to ten feet tall . During dry weather the least spark will cause a major blaze. Movement rates and encounter distances are halved.	14	A seasonal stream has cut through a embankment here, exposing an outcropping of natural stone. Chunks of high-quality flint are scattered along the streambed.
5	A circular pool of soupy green water fills the bottom of a rocky basin . It's surrounded by dozens of smooth stones piled into cairns , and small heaps of sacrificial objects . Double the usual chance of an encounter here.	15	A single hill is the sole elevation change for miles around. A crown-like cluster of standing stones has been raised on its summit . There is a one in six chance of encountering intelligent creatures here.
6	The swale ahead is filled with low-growing shrubs and clumps of wildflowers, creating a haven for birds and insects. There is a one in six chance an herbalist can find valuable or useful plants in this area.	16	Small spring-fed ponds have formed in the low spots between rolling hills . A variety of plant and animal life inhabits the surrounding areas. There is a one in six chance that intelligent creatures hunt here.
7	It's flat , completely and utterly flat, as far as the eye can see. Waist-high grass ripples and rustles in the constant breeze, a susurrus that dulls the senses . Double the usual chances of surprise and halve encounter distances here.	17	Large trees grow from the top of a low rise , their trunks twisted and contorted. During the winter, the bare trunks form letters when viewed from a certain angle.
8	A broad swath is marked by trampled ground , heaps of manure, and cropped grass, a sure sign that a vast herd of grazing beasts has recently passed through the area.	18	A broad circular valley breaks the monotony of the plain ahead, the result of an ancient meteor strike. Fragments of meteoric iron can still be found in its depths.
9	Horse- to house-sized boulders are scattered across the area like dice on a giant's gaming table. Here and there a solitary tree breaks the monotony of grass and stone.	19	Clumps of wind-twisted pine and cypress dot the low ridges and rounded hills here. Though they provide only limited shelter, they do make this a good spot for an ambush .
10	Though it looks like a grass and shrub filled dip, the area is actually a shallow wetland fed by several small springs. The plants grow on deep mud , and there is a one in six chance of quicksand .	20	Piles of stones , arranged in long, fence-like rows and half-buried in the earth, stretch across the open ground, hinting that this area may have been farmland . No other sign of civilization remains.