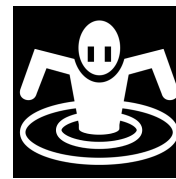


One Page

A Random Table for Fantasy Gaming
Number Sixteen: Wetlands Features and Hazards
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16	A flooded foundation is all that remains of an abandoned church. Tombstones rise from the shallow waters nearby, and all nearby encounters are with undead .	11	A sprawling peat bog extends along a shallow valley here. There is a two in six chance of finding either quicksand or an exposed coal bed here.
2	A dry mound rises from this endless bog. It looks like a good camp site, but it's actually a floating island . It drifts a mile or more each day in a random direction, and there is a one in six chance it will suddenly sink during the night.	12	The shores of this pool appear solid, but they're quite unstable . There is a one in six chance a large chunk of shoreline will simply slither free and sink into the depths, taking along anyone nearby at the time.
3	Faint dripping sounds lead the way to a sinkhole and the caves beneath, a small, wet network of unremarkable rocky tunnels. The caves will flood in rainy weather.	13	A miles-wide lake of black water covers this area. There are several small islands scattered across its surface, and there is a one in six chance they are inhabited .
4	Several massive sycamores rise from this earthen mound . Someone has built several wooden platforms connected by rope bridges and ladders in the branches overhead. There is a one in six chance someone has taken up residence in this crude treehouse.	14	Dense stands of low-growing trees supported by slick, exposed roots create a formidable barrier here. Anyone attempting to walk through this tangled mess has a one in six chance of taking a serious fall resulting in minor injuries.
5	The soggy ground is covered in patches of gray and green mushrooms . When trampled or crushed, these fungi emit spores that cause minor hallucinations for two to eight hours.	15	There is a well-traveled game trail here, leading in a random direction. Following it allows quick and safe passage for several miles, but doubles the usual chances of an encounter.
6	Dozens of trees , their root systems weakened by flooding, have fallen here, creating an dense thicket . There is a one in six chance some fierce creature is using this area as a den.	1	A hunter's blind is positioned near an open pond , providing cover to anyone within. There is a one in six chance it is occupied .
7	Someone has cleared a campsite atop this isolated, tree-covered hill: a woodpile , a fire pit and a rough lean-to . Any encounters here will be with intelligent local inhabitants .	17	A ring of white standing stones protrude from a slimy pool . The stones were clearly placed, but there is no signs of visitors. There is a one in six chance the site is haunted .
8	A massive patch of ten-foot-tall reeds blocks forward progress. They can be traversed at one-quarter normal speed.	18	The slow moving waters of a winding river cut through the spongy ground, providing a possible water route through the wetlands.
9	A crude flat-bottomed boat has been tied to a tree here. Its half-flooded state indicates that it's been abandoned. If used there is a one in six chance the boat is unsound , breaking apart and sinking at the first stressful moment.	19	A dozen crude pictographs have been carved into several large boulders here. Some mark safe paths, others warn off strangers. There is a one in six chance some intelligent swamp inhabitant is watching this spot.
10	Someone has built a makeshift log bridge across a deep channel . The wood is rotten and slick , and anyone crossing has a one in six chance of falling off. The channel itself is inhabited by a species of carnivorous fish .	20	A stony ridge rises from the swampy water like the back of some great beast, providing a barren but solid campsite . There is a one in six chance the rocky nooks and crevices are occupied by beasts (or something worse).