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A Random Table for Fantasy Gaming

Number 34 : Weird Locales

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1	Perfectly circular, deep blue ponds dot the Azure Desert. Their waters are opaque, thick, and slimy. Warped creatures and weird land-walking fish inhabit their unplumbed depths.	11	The God Fist is a gigantic, wind-blasted stone perched atop a much narrower pillar. A small tunnel winds up through the mass to the top, where strange carvings cover the surface.
2	The Giant's Arch is a wondrous bridge made of a green stone that is impervious to harm. No one knows who built it. Opportunistic factions fight for the right to collect tolls from those who use the bridge to cross the colossal gorge it spans.	12	The Cracked Waste is a vast and barren expanse of yellow and orange stone. The only reason to visit this inhospitable place is to collect the jewel-like shells of beetles that eat the slimy mold found growing around the steaming mud pits scattered across the region.
3	Geysers in Rainbow Vale create colorful pools of strange liquids when they erupt. These evaporate, leaving behind crystalline deposits sought by chemists and poisoners.	13	The Husk is the hollowed-out trunk of a dead, mile-high tree. Twisting paths and convoluted chambers lead to the top, and strange, glowing fungi grow in this confusing maze.
4	Broken walls and scattered pavers are all that remains of the nameless town at the foot of Mount Korvan. Shades of dead residents, slain by brutish invaders, haunt the shattered ruins.	14	Ancient coral deposits rise like islands in the Salt Waste, splashing the dead flats with color. Treasure hunters search these outcroppings for old wrecks and mine their petrified remains.
5	Massive, spiky tendrils, each a dozen or more feet in diameter, twist their way skyward in the Vine Forest, creating aerial trails and paths overhead.	15	The Bowl of Stones is a steep-sided valley containing many rune-carved menhirs. Powerful wizards can use these stones to open gateways to other realms.
6	The skeletal remains of giant sea creatures and serpents lie scattered across the dusty, gray Bone Plains. Rings of petrified teeth sprout like henges from the low hills, and spidery scavengers creep forth after dark.	16	The Finger Falls cascade over crystalline cliffs of rose quartz and amethyst that divide the stream into hundreds of tiny rivulets. The water sprites that inhabit the pool below will share their knowledge if propitiated with sacrifices.
7	A perpetual storm swirls over Torn Sky Crater, pelting it with rain and filling the air with thunder. Streams cascade down the crater walls and vanish into an extensive cave system.	17	The Feral Depth is a vertical cave that was used by a, evil summoner as a dumping ground for waste. The accumulated magical debris calls for strange creatures from other dimensions.
8	Stone Lake takes its name from the floating chunks of pumice that cover its steamy surface. The rocks, created by an underwater magma vent, sometimes contain valuable gemstones or magical geodes.	18	Black Glass Mountain is a chaotic heap of cubical, 10-foot obsidian blocks that towers over the surrounding plain. The slim pillar of basalt that rises from its bowl-like top has magical properties.
9	The trees of the Ghost Forest have pale white bark and black, hand-shaped leaves. Artisans value their dark red wood, but the forest's unnatural inhabitants drive off interlopers.	19	The Confusion is a maze of thorny hedges given life by a mad wizard. It creeps through the wilderness, slowly surrounding travelers that stumble upon it with shifting, green walls.
10	Skull-topped pillars mark the route of the Path of Villains. The souls of dead criminals are bound to their remains and tell their life stories to anyone that listens.	20	Land's Edge is a thousand-foot cliff that runs for hundreds of miles along the desolate coast. The only break in the barrier is the site of an infamous trading town.