



100 LANDMARKS FOR A
FANTASY SETTING

AZUKAIL
GAMES

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COMPATABILITY

This product is designed to be system agnostic and usable with any pen and paper role playing game system.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.

INTRODUCTION

This is a collection of 100 different landmarks and points of interest suitable for a fantasy setting. As they are landmarks, each is given a name by which it could be known by locals. These names do not necessarily accurately describe the landmark or its effects, as the locals may not even know what these truly are. Many of these landmarks could be due to the effect that magic has on the environment and can be used to make the world a stranger place for players. They can also be used as a source of potential adventure hooks.

USING THE LIST

Either roll d100 for a random result or select appropriate ones manually.

1. **The Abandoned Hold:** Huge twin doors made from a golden alloy in the side of a cliff. The surface of the doors is covered in protective charms and spells, and magically-enhanced chains of the same golden alloy are affixed to the cliff on each side, preventing the doors from being opened. The doors mark the entrance to a once-rich dwarven city, but the inhabitants delved too deep and awoke something from the dawn of time that is now trapped inside, along with most of the vast wealth of the city.

2. **The Answering Echo:** Anything shouted from this point echoes from the cliffs on the other side. Although the returning words can easily be made out, they are clearly not the same words shouted, nor do they sound to be from the same voice.

3. **The Archway of Dragons:** An arch of rock stands 200' in the air, the hole big enough to pass through even the greatest dragon. The arch appears to be a natural formation, but it stands in the plains with no other stone around.

4. **Bacchus' Spring:** A spring that was blessed by the god of wine and now produces a fine white wine instead of water.

Intelligent creatures, and unknowing animals, who have overindulged in the wine are commonly found sprawled unconscious around the spring.

5. **The Baffling Canyons:** A maze of canyons that are easy to get lost in, for something causes those who enter to lose their sense of direction, and the sky cannot be seen clearly. Maps never match up with the canyons when they are reused and even blazes and other ways of marking that path do not seem to help. The bones of many who entered and died, never able to escape, litter the floors of the canyons, as do their possessions.

6. **The Barrier:** A wall of force stretches for miles here, but it only works one way. From one direction, creatures can pass through the wall without a problem, but from the other direction they are blocked, necessitating a detour of tens of miles to get past.

7. **The Battle Grounds:** A small stone hut in a barren field, with a single elderly occupant. The occupant is a retired soldier and he will explain that the field is the site of a long ago battle, and the hut and its guardian are placed to honour the fallen. The soldier gets little in the way of visitors, and will happily go on for hours about the battle, telling names that mean nothing to the average listener.

8. **The Beacon Spire:** A single spire of dark rock, natural in form and several hundred feet high. At night, the top of the spire glows with a bright light that can be seen from miles away.

9. **The Blessed Repose:** A well-blessed graveyard surrounded by a wrought iron fence. The graveyard is inimical to undead. No undead creature can enter the place and anyone buried in its sanctified soil will never rise as an undead creature. This latter makes it popular with those who want to ensure the rest of themselves or their family members. Space is at a premium, and graves are often dug up and the remains placed in mausoleums.

10. **The Bloody Mourner:** A 100' tall statue of a sorrowful-looking man in robes. There are a number of nicks and gouges in the stone and the area around these is stained dark. If the stone the statue is made from is damaged, blood comes from the wound, staining the stone dark.

11. **Bridge to Nowhere:** A well-constructed stone bridge stretches halfway across a gorge, ending at what would appear to be the exact midpoint. The other half of the bridge does not appear to have been destroyed, as where the half that has been constructed ends is neatly finished off, as if it was intended to end there.

12. **The Cave Mouth:** A cave whose mouth has apparently been shaped. Long, pointed teeth have been carved out of the rock above and below the opening, and the stone floor inside resembles a tongue. Despite being made of rock, the appearance is both effective and disconcerting, as if the mouth will close on any who pass through.

13. **The Celestial Staircase:** A spiral staircase with stone steps. The steps are not connected to each other, nor to the ground, and float freely in the air. They lack any rails to hold onto. Even in the strongest winds, the steps do not move, but the same cannot be said for anyone on them. No-one has ever climbed to the top of the staircase, assuming it even has a top, but some have claimed that there are invisible doors to other places located on the staircase, that can be opened by those with the requisite knowledge.

14. **The Circles:** In this field, the crops are perpetually flattened into several interlocking circles. No matter what is done to try and prevent this, any crops that grow in those areas end up flattened to the ground.

15. **The Cursed Lands:** A farm whose fields are lush and it would look to be a great place to raise crops and livestock, and many have tried. None of those have lasted more than a year. Some have died, some have killed themselves, and often

their families as well, and those who have survived have felt so unnerved by the area that they have simply moved away, often abandoning personal possessions in their desire to leave as quickly as possible.

16. **The Dancers:** A closely-cropped field of grass with a smooth, rounded hill in the centre of it. Perpetually dancing around the hill are pairs of fey. They are invisible at most times, but are visible under moonlight and with the right magic. The dancers never cease, nor are they ever replaced by others. No-one knows if they are dancing willingly or not.

17. **The Dead Crater:** A meteorite crater formed before living memory, but one that has not been overgrown in any way. Plants are unable to grow in the area, sickening and dying if that is tried, and the same is true for any animal life that enters, slowly doing the same. The crater, every so often, ends up being a home for creatures that are unaffected by the sickness, such as undead or demons, and clearing them out usually results in some of those doing so dying from the crater's effects.

18. **The Dead Gallows:** Long-abandoned gallows that used to hang ten men at a time. Never used for years, the gallows and its nooses are all still intact, not harmed by time or rot. It's said that the gallows have seen so much death that it has infused them and the natural world steers clear as a result.

19. **Demon Rock:** A large black boulder that resembles a demon when viewed from the right angle. There is a constant smell of sulphur in the air around the stone and it is rumoured that it can be used to summon a demon with the appropriate sacrifice.

20. **Devil's Well:** A simple well surrounded by a 2' high mossy stone wall. Strange sounds that almost, but not quite, sound like words emit from this well on a regular basis. Locals believe that the well is inhabited by an evil creature and regularly throw offerings, including precious items, into it.

Over the years, a lot of items have been thrown in but the well shows no signs of being filled up by them.

21. The Dragon's Scarecrow: An immense scarecrow, a hundred feet high, stands in a field. The scarecrow is rumoured to scare off larger flying creatures, such as wyverns and dragons, not smaller ones such as birds. Certainly, dragons are not seen in the area, which would perhaps support this theory.

22. The Dreamers' Plants: The flowering plants in this area give off several different varieties of pollen that are intoxicating in one way or another, if the pollen is inhaled. Some pollens make the inhaler feel as if they are drunk whilst others mimic addictive drugs but with no side effects - except for one. The feelings are so pleasurable that more than one animal, or intelligent creature, has simply laid down to enjoy the feelings and eventually died. Their skeletons litter the ground below and around the plants.

23. The Drift Stones: Floating rocks, from pebbles to boulders big enough to hold a substantial building, hang in the air from a few yards to a few hundred yards above the ground. Some are definitely big enough to build on, and this has been tried, but every time a building was completed, the rock toppled upside down, destroying any buildings. Some rocks are covered in ruins as a result but most are simply covered in plants and creepers.

24. The Elven Waterfall: An exquisitely beautiful waterfall with a permanent rainbow at its base. The light catches the droplets of spray so that the air around the fall seems to be filled with glimmering gems. The waterfall is artificial, created long ago by ancient elves through the use of magic.

25. The Emerald Wood: During the day, this wood appears to be normal. During the night, the trees glow brightly with a pleasant green colour, bright enough to be seen from some distance. The only other effect noticed is that wood harvested from the

trees will burn green when lit.

26. The Enveloped Castle: Underneath a huge, tangled mass of trees, vines and other plants is a castle. The castle is not remotely visible, and no-one has entered it in centuries. The vegetation simply grew over it one night and it is assumed that the occupants are all still inside, but long-dead, as none got out. Attempts to remove the vegetation by any means, including magic, fail, as it proves resistant to all types of damage and quickly grows back again.

27. The Eternal Warriors: A dwarf and an orc, both swinging weapons at the other. Each bears bleeding wounds from previous blows. The combatants appear to be frozen in time, and attempts to free them have failed. However, checking stories back over the years reveals that the pair are not frozen, just slowed down so much it takes years for them to move even an inch, creating the impression of them being static.

28. The Everlasting Ice: Part of a lake is permanently frozen over no matter what the exterior temperature. This part is in the centre, and the flow does not move around. It can be walked on, but attempts to turn it to water again always fail.

29. Field of Blood: An extremely fertile field, in which the plants deliberately grown are all of exceptional size and health, and far more productive, even yielding several crops a year, and any plants that are unwanted, such as weeds, fail to grow. The field's name does not come from any blood found there, but over the amount spilt over attempts to gain control of this extraordinarily productive piece of soil.

30. The Flame of the Fire God: A tall gout of flame erupts constantly from the ground, 30' into the air. There is nothing to fuel the flame although the ground around it is cracked and dry. This is a permanent portal to the Plane of Fire. Creatures can come through from the plane, and sometimes do, and it is possible to travel the opposite way as well.

31. The Floating Trees: A small orchard

of apple trees that unusually float several feet above the ground. The trees somehow gain nourishment from the air, and the apples they produce are highly prized, for, if they are eaten, they allow the eater to float in the air as well. How high they float depends on the amount eaten.

32. Fool's Tower: A golden tower 100' high. From a distance it appears as if the tower has been constructed from golden stones. On closer examination, it can be discovered that the stones are actually fool's gold. There are many gouges and chips where creatures have removed pieces of the tower, thinking that they were genuine gold.

33. The Footprints of the Gods: Pressed into the rock are several enormous footprints. The feet that made the marks were bare and from something larger than any known giant or titan. The prints have been there a very long time, perhaps since before the rock became rock, and water pools inside them.

34. The Forest of Bells: This pine forest can be heard from a distance, as a pleasant chiming fills the air. The cones that grow on the trees, and they are living cones, chime gently in the wind, a peculiar effect that ceases if they are harvested, and many have tried and failed to harvest the chiming cones.

35. The Forever Maze: A hedge maze, growing far from any civilisation. The maze is complicated, and easy to get lost in, plus the hedges prove impossible to push through and attempting to fly over the maze results in flyers falling from the sky. The hedges are always perfectly manicured and the paths are well kept and free of debris, yet none have ever been seen working on maintaining the maze.

36. Forgotten Shrine of the Horned King: A stone shrine almost completely overgrown with creepers standing deep within the wildest part of the wood. The shrine is to the Horned King and, on certain nights of the year, the Wild Hunt can

be heard in the area. Some who hear the Hunt are never seen again.

37. Gargantua's Foot: A huge, bare stone foot, easily 50' long. The foot ends in a jagged stump just above the ankle, suggesting it once belonged to something much larger, either a statue or a petrified giant of some kind.

38. Gem Beach: A beach that glitters in many different colours, as it appears to consist of many faceted gemstones of different types and colours. The gems are, however, fake, being simply pieces of glass that have been enchanted to look like gems.

39. Giant's Marker: A huge stone marker, easily 20' tall, that used to mark a boundary of an ancient and long-forgotten realm, inscribed with runes that appear to lack any meaning, yet glow with a red light at night.

40. The Giant's Ring: A large stone, roughly circular in shape and roughly 3 yards wide and 2' thick. The stone is mounted vertically and in its centre is a hole that is about 2' in diameter. The hole appears to be natural in origin, not shaped, and it is said that, at certain times of the year, another world can be seen through the hole. And that if the stars are right, it is possible to travel to that world through the hole.

41. The Giving Tree: This solitary tree is always in several stages of fruiting, with different boughs having everything from the first flowers to the mature fruit, all at the same time. The flowers are in a profusion of different colours and kinds, as are the fruit, for apples, oranges, plums, pears, damsons and other harder to identify fruit all grow on the same tree.

42. The Glacier of Many Colours: A glacier whose ice is in many different colours, reds, greens, blues and yellows. Water melted from the ice is perfectly normal when liquid, but becomes multicoloured again if poured back onto the glacier to refreeze.

43. **Glade of Tranquillity:** A peaceful forest glade with a covering of lush grass. The grass has a variety of lumps and mounds in it. If examined, these are found to be covering the remains of various creatures, from animals to sentients. Any creature that spends more than a few minutes in the glade starts to feel relaxed and will lie down for a sleep, a sleep that they will never awaken from.

44. **The Glittering Road:** A section of the road is cobbled with stones made from pure quartz, one foot wide by four inches wide. The quartz cobbles are resistant to damage and the shoes of any horses ridden on them strike up large amounts of sparks as they do.

45. **God's Eye:** A huge sphere, 100' across, that has sunk slightly into the ground over the years. The orb is made from a spongy, whitish material and, if the top of it is viewed, there is a pupil and iris. The orb is said to be an eye lost by a god centuries ago. It is resistant to damage and does not decay.

46. **Granite Sword:** Sculpted from what was once a granite outcropping is an enormous stone sword, upright with the pommel apparently sunk into the ground. The remains of the rest of the outcropping can be seen at sword's base, and under the ground, which provides the strength to keep the sword upright, for it stretches 100' into the air.

47. **Graveyard of the Forgotten:** Gargantuan, petrified skeletons are sticking out of the ground, partially exposed by the weather. Each skeleton is different from any of the others, and there are 21 in total, and none resemble currently existing lifeforms.

48. **The Great Cairn:** A huge cairn of stones, 200' long and wide and 30' high marks the spot where all the bodies from a battle were lain to rest. Underneath the stones are the remains, and the area is notorious for being the haunt of incorporeal undead. Should the stones be moved,

corporeal undead will find their way out as well.

49. **The Hidden City:** A series of low walls, a foot high and two feet wide, cover a large area. They look as if they could be the foundations for some vanished buildings, given their layout, except the walls do not look as if they were ever supposed to be taller.

50. **The Imaginary Village:** A small village that appears unexceptional; the villagers perform the usual tasks, drive animals through the streets, farm and talk to each other. All the usual behaviour that would be expected from a farming village. The whole village, and the nearby farms, are, however, a single, massively detailed visual and audio illusion.

51. **The Immortal Cloud:** A single rain cloud hovers permanently in the air. The land beneath is sodden and devoid of life as there is too much water for vegetation to survive and the soil has been washed away. Instead, there is a large, barren lake with several rivers flowing from it. The lake, and the cloud, are known as a source of fresh water for the area.

52. **The Impossible Bridge:** A stone bridge stretching across a wide gorge. The bridge is perfectly level and there are no supports anywhere to keep the bridge up. It is only supported by the ground at each end, which should not be enough to keep the bridge from collapsing.

53. **The Inverse Waterfall:** Water flows up a cliff from a pool at its base, creating a reverse waterfall. At the cliff's top, the water falls from the air into a basin and a new stream flows away from this.

54. **The Inverted Bridge:** Once this bridge is stepped on, those crossing it can be transported to the bottom, where they can walk across it upside down. At the opposite side, they return to the upper side of the bridge. This is disconcerting, but none have been reported to have fallen off when upside down.

55. **The Invisible River:** An empty river

channel, although the sound of rushing water can be heard. Should anyone venture into the channel, they will discover that the river is there, but invisible, and is strong enough to sweep them off their feet and downstream.

56. **The Killing Pass:** When travelling through this pass, rocks will fall from the cliffs as a specific area is passed, endangering anything at that point. The rocks are not released by any beings, despite the timing. After the area is left again, the rocks will make their own way back to the top of the cliffs to try and catch the next group of travellers.

57. **Lake of Blood:** A lake filled with blood. The blood is fresh and warm, and never goes off or dries up. The smell of blood can be detected from miles away, and the lake attracts predators that are drawn to blood. There are rumoured to be strange creatures made of blood dwelling within the lake.

58. **Land of Perpetual Night:** In a circular area 500' across, it is always night. This cannot be seen from outside the area, but once the invisible border is crossed, the sky becomes dark and the stars and moon can be seen, all in their proper positions and phases for that time and date.

59. **Land of Winter:** A circular area about half a mile in diameter in an otherwise temperate area is an area of permanent winter. The temperature is always below freezing, several feet of snow cover the ground and clouds form only above this circle and when they do, snow will fall.

60. **The Levitating Tower:** A ruined tower, believed to have once belonged to a wizard. Only the top of the tower remains, the bottom having been destroyed. The top floats 50' above the ground, with no way to reach it other than by flying. The remnants of a stone staircase can be seen coming from the floor of the lowest level of the tower still extant.

61. **The Lich's Grave:** An area of dead, blackened ground 100' in diameter. Noth-

ing can grow in it and anything that enters feels the life start to drain away from them. A powerful lich was slain in the centre of the circle and vile magics have lingered on after its destruction.

62. **The Lightning Peaks:** An enormous lightning bolt perpetually strikes between two tall peaks of a mountain range, no matter what the weather. The bolt, if someone has the vision to see it, leaps from one peak to the other and then back again. The ground below the bolt has a layer of ash, all that remains of birds, and often larger creatures, caught in the lightning. If either peak is ascended, at the top is found a huge metal ball with electricity crawling over it. Standing too close to the ball results in lightning arcing from it and hitting the creature.

63. **The Line:** An absolutely straight road with nothing blocking its way. The road does not divert for anything, cutting through rocks, hills and even mountains, with obstacles either removed if small enough or carved through if large.

64. **The Living Desert:** In this desert, the sand is in constant motion, and not from the wind. It will flow over anything placed on it and over the feet of any creatures. Falling asleep on the ground will result in the sleeper being buried alive by the mobile sand, so travellers bring pairs of wooden stakes and hammocks to hang from them.

65. **The Lonely Steeple:** A stone steeple in the wilderness with no other constructions for many miles. At the top of the steeple is a massive bronze bell that peals every hour on the hour.

66. **The Lost Statues:** A row of seven cylindrical pillars of rock, each 4' high. The pillars look as if they are plinths for statues, but no statues are on them nor can any sign of such be found nearby. Each plinth looks like it once had a plaque fastened to it, but these have all been removed.

67. **The Metal Giant:** Crumpled on the

ground is an enormous, giant-like figure, but one made of metal. The figure is over 200' long and is missing an arm and a leg, with a huge gash in the head. It is possible to get inside the giant, as much of the interior is hollow, and there is a place with several seats with strange metal cabinets in front of them in the head behind the eyes. Much of the interior and exterior is now overgrown with plants, and there are ragged holes in the remains, either from damage or the weather.

68. **The Million Steps:** Thousands of stairs cut into the side of a mountain lead up it, in a narrow, winding and dangerous manner, to a small shrine to the storm god at the very top.

69. **The Miniature Forest:** This forest is full of tree of all types, stumps, undergrowth and other plants, but the highest trees are only 3' tall, everything else is proportionately smaller to match and the forest takes up commensurately less area as a result. Apart from the size of the plants, the forest appears normal.

70. **Mount Abomination:** A mountain, many thousands of feet high, has been carved into a monstrous form. The resulting sculpture is of a nightmarish creature no-one has ever seen, a writhing mass of tentacles, claws, eyes and teeth roughly humanoid in shape with two enormous bat wings. It does not seem possible that anyone but a god could have carved something so immense and it is rumoured that the mountain isn't a carving, but the actual depicted creature turned to stone.

71. **The Moving Rocks:** A plain of sand on which there are a number of smallish boulders, which appear to have left tracks in the sand. The boulders slowly move around, taking days to move inches, leaving those tracks behind.

72. **The Ossuary of the Giants:** A cliff face onto which have been mounted the skulls of hundreds of giants. Each skull has had its own niche carved out of the rock to place it in.

73. **The Rainbow Flames:** Seven gas plumes emit from vents, all in a line. Each plume is on fire and has been for years. The plumes also burn in seven different colours, the seven primary colours of the rainbow, in order.

74. **Realm of Lost Shadows:** Within this area, nothing casts a shadow. This does not only apply to anything that is already growing or present, but to anything that enters the zone as well. No light source, whether magical or not, existing or new, will result in anything having a shadow.

75. **The Restful Wood:** A pleasant, peaceful wood, in which any who sleep who have an undisturbed night, untroubled by anything alive or in their dreams, and will wake up in the morning feeling exceptionally well rested.

76. **The Reversing Bridge:** A bridge with the peculiar property of reversing the direction of any who try to cross it at the midpoint. As the landscape on each side of the bridge is reasonably similar, those who do not know about the bridge's property sometimes make it some distance back the way they came before they realise. To nullify the effects requires any crossing to walk backwards without looking over their shoulder.

77. **The River Loop:** A river flows in a perfect circle half a mile across despite the ground being flat. The water continually moves within the joined loop, and the river never dries up despite there being no water sources feeding into it.

78. **The Rune:** Boulders, none smaller than 10' across and each weighing many tonnes, have been arranged in what is clearly a pattern, even from the ground, as they are in lines and curves. From above it can be seen that the boulders form an immense rune in an ancient, long-dead language. Sages believe that the rune's meaning is related to destruction.

79. **Runes of the Precursors:** Carved into a cliff are enormous runes, each 20' high. The runes are cut a foot deep into the rock

and, judging by the weathering, have been present for millennia. All attempts at deciphering the runes have failed.

80. The Shadows: Burned into the side of a cliff are the figures of various humanoids. They are all much larger than the average human, and appear to be in the middle of regular tasks. The shadows are a powdery substance that has been fused into the cliffs by intense heat.

81. The Shadow Spire: A stone spire, 100' tall and 20' wide at the base, casts a long shadow over the land. On the ground around it in a curve, some distance from the spire itself, are carved rock formations, and the spire's shadow passes over them as the day progresses, as it is a very large sundial. However, examination will reveal that the sundial never shows the correct time. Further investigation shows that, oddly, all the formations are in the correct place for the times they are intended to display, yet for some reason the sundial does not work.

82. Ship of the Gods: A huge vessel, made from metal and badly damaged. It is clearly not an water-vessel of any type and legend says that it was a flying ship that fell out of the sky, which is how it became to be damaged. The shape is oddly cylindrical but the vessel is now buried under centuries of growth. No way inside the ship can be found.

83. The Silent Guardians: The road is lined on both sides by ancient stone statues. Each statue is 10' high and depicts a figure in full plate armour, holding a sword by its pommel with the point resting on the ground. There are 20 statues, ten on each side of the road. The statues are curiously unweathered and appear to be impossible to damage or to move. Legend has it that the statues are ancient defenders that will come to life again to protect a long-lost realm from an unnamed threat.

84. The Sleeping Titan: A series of hills of differing sizes that are clearly interconnected but there is nothing strange that

can be discerned from the ground. It is only if the hills are viewed from above that they can be seen to take the shape of an enormous humanoid, with even ridges for fingers and hollows for eyes. It looks as if a gigantic being lay down and the hills formed over them.

85. The Sorrowed Angel: A 100' high statue of an angel, but one with its wings ripped off and lying on the ground in front of it. The statue appears to have been sculpted with the wings deliberately torn off. The face of the angel seems to express sorrow, but the longer it is stared at, the more disturbing a cast the features take on.

86. The Soulful Rocks: An outcropping of rocks that, when the winds blow through it, it sounds like the lamentations of the dead. The outcropping has been deliberately cut and carved to create this effect.

87. The Spiked Crossroads: In the exact centre of a crossroads is an immense iron spike, thirty feet tall and 2' wide. The spike is resistant to damage, whether natural or unnatural, and is believed to go much further down into the ground than it is above. It is rumoured that the spike has been pinned through a monster deep below the surface, and should it ever fail, the monster will be freed.

88. The Stone Temple: An outcropping of rock that appears to be in the shape of a large temple. The rock does not appear to have been artificially shaped; it appears to be totally natural. Nor can anyway of accessing the interior of the temple be discovered. Even though there appear to be windows and doors, these are simply shaped into the rock. Although it is said that lights do shine from the rock at certain times of the year.

89. The Storm God's Bridge: A permanent rainbow can always be seen here. The rainbow never disappears, and it is visible even when there isn't any rain.

90. The Strife: Any beings who remain in this area for long start to argue with each

other, and then fight. Less intelligent creatures will start fighting more quickly, but all affected will fight, and usually these fights prove to be fatal. The ground is littered with remains as a result.

91. **The Toxic Forest:** A pleasant-looking wood except all the plants growing beneath the trees are poisonous in some respect. Whether it is poisonous fruit, leaves, roots or any other part of the plant, all the shrubs, ground cover, fungi, vines and everything but the trees are poisonous to different degrees, from irritating to incredibly toxic. For some this is when they are ingested; for others, merely touching the plant will do.

92. **The Turnaround Caves:** When a creature travels past the entrance of either of this pair of caves into the tunnel at the rear, they will seem to have been turned around somehow so that they are walking back out again. In actuality, they have been teleported to the other cave, several miles away.

93. **The Tree at the End of the World:** A single tree unlike any other. The tree is immense and as well as living branches has a large number of dead branches too. Every year, at the end of the year, one of the living branches will wither and die. It will not be replaced by a new branch. What will happen when the tree runs out of branches is not known, but it is thought it could signify the end of the world.

94. **The Twenty Brothers:** Twenty oak trees standing in a circle around a patch of verdant grass that never grows higher than an inch. The branches of each tree are entwined with those of its two neighbours, and appear to have fused together, creating a dense ring of wood and foliage above the ground. Legend says that the centre of the ring is a portal to another world.

95. **The Undead Tree:** A tree that is clearly dead and has no leaves growing on it. Yet every year the branches of the tree grow and it gets bigger.

96. **The Unending Whirlwind:** A large, permanent tornado that does not move from the spot. The funnel is around 50' in diameter and has scoured into the rock below. Moving too close to the tornado risks being caught up by the winds.

97. **The White:** All the plant life in a roughly circular area a mile in diameter is bleached white, but still healthy. Animals and birds that are also white can be found and any creature or plant that remains within the circle of influence will gradually lose any pigmentation, including in the eyes.

98. **The White Pyramid:** A shining pyramid 300' high that can be seen from miles, especially in the sun as it has been clad in pure white marble. A golden light can be seen winking from the pyramid's top, for the pyramidion is made from pure gold. It may seem odd that such a valuable capstone still remains; however, it is rumoured that many have stolen the pyramidion only to die under mysterious circumstances and the capstone to reappear in its rightful place.

99. **The Wizards' Curse:** A duel between two mages decades ago has left a lasting mark on this area. Plants and animals are often affected, gaining the power of movement or becoming more intelligent from the residual effects. Any spells cast in the area also have a greatly increased chance of misfiring or creating a different effect.

100. **The Wood Between the Worlds:** A wood that is constantly enswathed in mists. The boundary between the living world and that of the dead wears thin here, and the spirits of the dead can sometimes be seen. The wood is a popular destination for those looking to speak with the spirits of their loved ones, but they are often disappointed and those that do manage to find the spirits they are speaking often do not enjoy the experience. For the dead seem to threaten the living.

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