

Strange Places

Suggested use:

A few tables to generate random strange locations in the form of rumors, stories, or legends.

The basic structure is supposed to be this:

SOURCE + DESCRIPTOR 1 + PLACE + DESCRIPTOR 2 somewhere **AREA**. If asked further, people will tell you, that **SITUATION + PERSON + ACTION**.

D10 - SOURCE

1. Rumors speak of a
2. When wanting to scare the children, locals tell an old tale of a
3. In the corner of the taverns sits a group of pale figures, with low voices they're talking about a
4. Legend speak of a
5. An old man walking around town speaks of a
6. Etched into a stone is the warning of a
7. In the hand of the corpse of a woman along the road is a map with a drawing of a
8. Nailed to a tree is a small note with a warning to all about a
9. Underneath a large stone is an weather-worn diary. The last page is about a
10. Passers-by talk about the disappearance of someone. They mention a

D20 - DESCRIPTOR 1

1. haunted
2. cursed
3. dark
4. musty old
5. ruined
6. unfinished
7. hidden
8. foul smelling
9. strange
10. living
11. shapeshifting
12. overgrown
13. ordinary looking
14. enchanted
15. strangely alluring
16. growling
17. singing
18. ever burning
19. hovering
20. damp

D100 - PLACE

1. house
2. villa
3. small community of houses
4. estate
5. castle
6. fort
7. fortress
8. underground complex
9. temple

10. monestary
11. graveyard
12. monument
13. statue
14. tree
15. basement
16. mausoleum
17. giant nest
18. water-mill
19. granary
20. workshop
21. barrack
22. mansion
23. warehouse
24. stable
25. kennel
26. sign post
27. deep hole in the ground
28. shop
29. marketplace
30. ship
31. gate
32. tower
33. wall
34. inn
35. tavern
36. hotel
37. quarry
38. mine
39. gate
40. shrine
41. door
42. hatch
43. ladder
44. bridge
45. bedroll
46. tent
47. tree house
48. log cabin
49. hut
50. shed
51. obelisk
52. monolith
53. column
54. city block
55. guard house
56. hospital
57. townhouse
58. hamlet
59. community
60. township
61. dwelling
62. park
63. field
64. property
65. area
66. row of townhouses
67. lodge
68. lumber camp
69. fisherman's hut
70. sanctuary
71. chapel
72. holy site
73. crossroads
74. small sized town
75. medium sized town
76. large sized town
77. small sized settlement
78. medium sized settlement
79. large sized settlement
80. small sized village
81. medium sized village
82. large sized village
83. compound
84. construction site
85. gravestone
86. tomb
87. cairn

88. mural
89. garden
90. greenhouse
91. observatory
92. museum
93. manor
94. château
95. palace
96. citadel
97. keep
98. stronghold
99. den
100. lair

D20 - DESCRIPTOR 2

1. long forgotten
2. long abandoned
3. with the markings of a terrible beast
4. with the markings of a group terrible beasts
5. covered in etchings of dark teachings
6. with a glowing aura of a silvery light
7. said to be owned by an old man or woman
8. said to be the site of a terrible crime
9. said to be the site of a spell going terribly wrong
10. letting off the feeling of a strange presence
11. with the etchings of a dark ritual
12. said to be home to evil spirits
13. said to be corrupted by dark forces
14. said to house something truly abnormal
15. said to hold a cursed item
16. said to be the location of a decadent monthly feast with masked guests
17. said to be a fantastic place to visit
18. said to be a place of madness
19. covered in eldritch symbols
20. said to be place from where no one ever returns

D20 - AREA - somewhere

1. within the city wall
2. not far from town
3. near the outpost
4. in the wilderness
5. in the mountains
6. in the forest
7. in the ocean
8. in the swamp
9. in the desert
10. on the great plains
11. along the coast
12. along the road
13. on a magical plane
14. in a nearby cave
15. by the lake
16. below the city
17. below the mountain
18. in the neighboring nation
19. far away
20. unknown

D10 - SITUATION - If asked further, people will tell you, that

1. it's definitely just a myth and you shouldn't worry.
2. people who've seen it are not the same.
3. it's makes people mad.
4. it turns people homicidal.
5. it is also said to hold great treasure.
6. people who've seen it starts rambling in a strange language.
7. it should be avoided at all cost.
8. a(nother) strange fellow also asked everyone about it not too long ago. Might have a relation as to why

9. a group of adventurers went there a few days ago and haven't been seen since.
10. the town idiot returned from there and said it's really isn't as bad as people say it is. For some reason however,

D6 PERSON

1. (d6): 1. X, the captain of the guard; 2. X, an interested archivist; 3. X, a visiting noble; 4. X, a worried local craftsman; 5. X, the parent of a missing girl; 6. X, a traveling merchant
2. (d6): 1. X, the local ruler; 2. X, a priest at a local temple; 3. X, a strange man at the inn; 4. X, a collector of sorts; 5. X, the child; 6. X, the blacksmith
3. (d6): 1. X, a local noble; 2. X, a man at the court of the local lord; 3. X, the gravedigger; 4. X, a local shopkeeper; 5. X, a local beggar; 6. X, a random hobo
4. (d6): 1. X, another adventurer; 2. X, a farm boy at a nearby estate; 3. X, the shepherd; 4. X, the librarian; 5. X, the biologist; 6. X, a passing traveler
5. (d6): 1. X, a breeder of rare birds; 2. X, a local mason; 3. X, a famous artist; 4. X, a failed local artist; 5. X, an old tinkerer; 6. a hooded stranger
6. (d6): 1. a stranger whose name is always forgotten; 2. a stranger without a name; 3. a stranger who only communicates in writing; 4. a stranger who just leaves a letter on a PC's pillow; 5. an old friend of a PC; 6. an eerie faceless person

D20 ACTION

1. starts crying when asked about the place.
2. asks of the players to travel there with him.
3. asks the players to go explore.
4. asks the players to destroy it.
5. asks the players to collect something from there.
6. asks for a souvenir from there.
7. invites the players to a party, when asked about the place.
8. faints, when asked about the place.
9. suddenly disappears, when asked about the place.
10. starts growling, when asked about the place.
11. calls the guard, when asked about the place.
12. hushes on the players and leads them to his/her home, when asked about the place.
13. tries to kill the players in their sleep.
14. is seen with a map leading there.
15. tries to rally people on the street to go there together for some reason.
16. has covered all the walls of his house with drawings of the place.
17. starts drooling when asked about the place.
18. freezes for a second before completely ignoring the players and walking away, when asked about the place.
19. starts singing and dancing, when asked about the place.
20. says it's already too late.