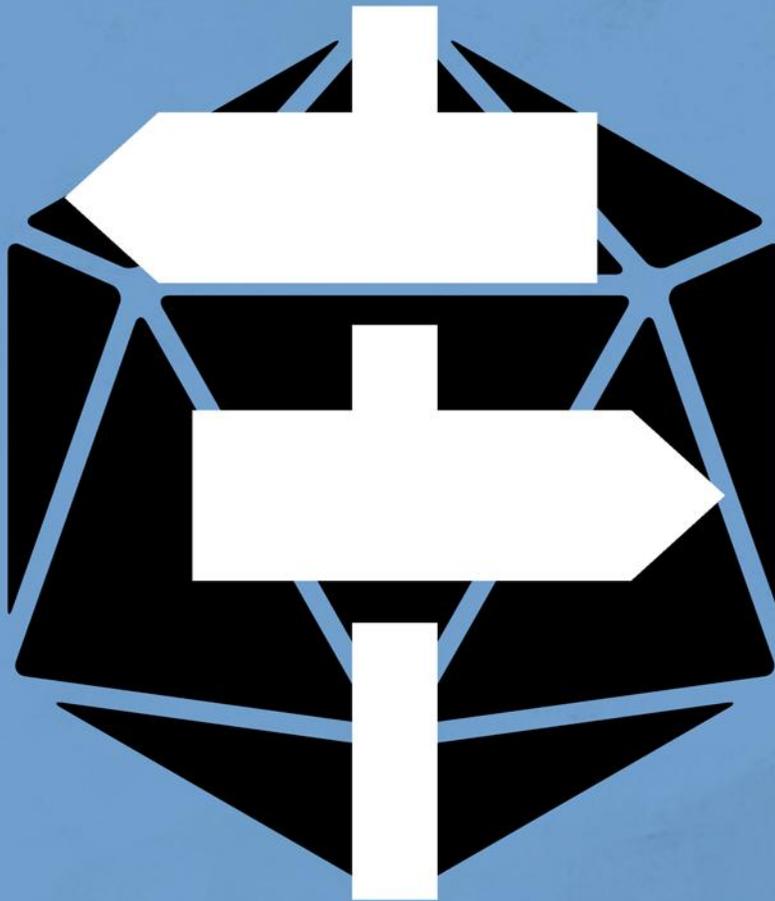
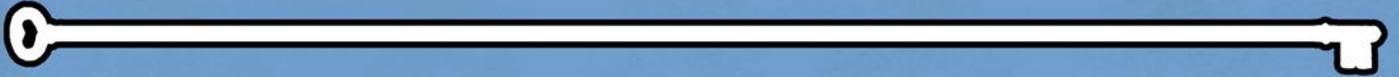




1d10 LOCATIONS: OGRES



**10 ogre-themed locations to help
you unlock adventure and tell
unforgettable stories**

LOCATIONS: OGRES

The following 1d10 list of ogre-themed locations can be used to flesh out your homebrew world's tundras, deserts, swamps, mountains, forests, and anywhere else ogres might be dwelling. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

d10 LOCATION

1. A barely flyable airship that a clan of ogres stole from a poorly-guarded city. The ogres constantly fight over who gets to wear the captain's hat and enjoy picking off adventuring parties with the ship's ballistas.
2. A bog riddled with deep mud-pockets where ogre clans abandon members who harm or steal from the clan. These traitorous ogres have heavy rocks tied to their ankles and are then tossed into the bog to drown.
3. A collection of hot springs peppered around a geyser that shoots boiling hot water up into the air every few hours. A pair of ogre siblings use this area to steam-cook the adventurers they capture on the nearby road.
4. A series of catacombs built beneath the city. Having long since been abandoned, a small ogre family has moved into them, making weapons and armor from the bones and devouring anyone who enters their home.
5. A deep and long ravine which was left over after the river dried out several years ago. Nearby ogre clans come here to participate in deadly jousting competitions to see which clan is the strongest and "bestest."
6. A large cave hidden behind a frozen waterfall a few miles out from a small snow-covered village. Living inside is an ogre that is obsessed with big, fluffy coats and who likes to bake humans into warm muffins.
7. An old, dusty tavern in the middle of the desert which nobody has stayed in for years except for a fat, gun-slinging ogre who drinks themselves to sleep with the leftover whiskey stockpiled in the tavern's cellar.
8. A mountain-peek fortress whose front gate is built in the shape of a demon's head with magical flames burning in its eyes. Living inside the fortress is a shy ogre who wonders why she doesn't get any visitors.
9. An ancient, eldritch temple which a young ogre moved into a few months ago. The other-worldly magic flowing through the temple has caused the ogre's face to split open and dozens of tentacles to grow out of it.
10. A small, overgrown maze garden built by a druid who passed away many seasons ago. Trapped inside is an incredibly stupid ogre that has survived off berries, squirrels, and rainwater for almost 10 years.

UNLOCK ADVENTURE

We're constantly releasing new 1d10 tables for you to use in your upcoming sessions, so don't miss out! Click [here](#) to access even more random tables themed around different and specific monsters.