



Wāndyr World Oracle



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Welcome to Wāndyr!

Wāndyr is an adventure game about a band of adventurers wandering around a pulp fantasy adventure world. The focus is on exploration, following rumors, finding new places, treasure hunting, singing, storytelling, nursing, comforts brought from home, reading magic runes, and coming back home alive. In the spirit of *the Hobbit*, The game is about the adventurous journey of going "there and back again".

Sandbox

In Wāndyr, the characters wander the world. Their stories and songs emerge during play, and include wonder and surprises around every turn, even for the Guide.

To play the game as intended, the Guide should not create a story ahead of time, and the local area should be wide open and undefined even if something is known about the world as a whole.

Random dice rolls such as the Oracle determine the path the game takes. The Guide in this journey is expected to make use of dice to learn what happens and enjoy the thrill of discovering the unexpected just like the players.

Each new "fact" learned becomes part of the lore of the campaign.

This style of play is often referred to as a "sandbox campaign" or "West Marches campaign".



The Oracle

The **Oracle** can instantly answer any yes/no question, and even give a little extra sweet or spicy flavor.

The Oracle can be used to play "20 questions", and this can be fun.

World Oracle

When the Guide needs to generate a new fact for the world, ask the **World Oracle**. This contains tables for generating starting locations, rumors, names of spells, the weather, and more.

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Starting the Game

SIMPLE CHARACTERS

Roll two d6, first die is row (1-6), second die is column (1-6)

Entry Format: alias: 2 traits | 2 assets

1.1 Rook: agile, cunning | shortsword, (lockpicks) **1.2** Cipher: calculating, (elusive) | ciphers, daggers **1.3** Shadow: silent, (ruthless) | blowgun, poisons **1.4** Wilde: charming, (deceptive) | cards, stiletto **1.5** Lyra: nimble, (secretive) | dagger, rope **1.6** Pearl: noble, (disgraced) | signet ring, disguise kit

2.1 Serra: fierce, disciplined | longsword, armor **2.2** Magnus: strong, boisterous | warhammer, shield **2.3** Iron: unyielding, stern | hammer, tongs **2.4** Steel: precise, disciplined | longsword, plate **2.5** Pike: disciplined, alert | halberd, whistle **2.6** Blade: lethal, focused | katana, wakizashi

3.1 Drake: weathered, resourceful | machete, tinderbox **3.2** Slate: methodical, observant | telescope, sextant **3.3** Wolf: feral, instinctive | spear, furs **3.4** Hawk: keen, vigilant | longbow, falconry-glove **3.5** Storm: impetuous, daring | javelin, grapnel **3.6** Echo: elf, ethereal | bow, harp

4.1 Reed: nimble, precise | needles, thread **4.2** Forge: dwarf, steadfast | hammer, anvil **4.3** Quill: meticulous, learned | ledger, inkwell **4.4** Flint: practical, hardy | axe, cookpot **4.5** Salt: preserved, harsh | flail, salts **4.6** Shell: protective, secretive | shield, armor

5.1 Nova: intuitive, enigmatic | crystals, chimes **5.2** Vesper: mysterious, scholarly | staff, scrollcase **5.3** Moon: mysterious, cyclical | sickle, mirror **5.4** Star: distant, bright | staff, astrolabe **5.5** Crystal: clear, fragile | gems, lens **5.6** Brook: serene, fluid | staff, watershapers

6.1 Dusk: honorable, (exiled) | ancestral blade, sealed orders **6.2** Oak: strong, enduring | quarterstaff, rope **6.3** Vale: perceptive, empathic | staff, bandages **6.4** Stone: dwarf, unwavering | maul, chisel **6.5** Bear: strong, protective | maul, shield **6.6** Thalia: elf, melodious | lute, knife

CHARACTERS

1. Fighting Men (Warriors, Soldiers, Knights)

1.1.1 Sigfi "Iron" Horgi: tough, disciplined | hammer, shield **1.1.2** Thorkar "Storm": fierce, boisterous | warhammer, armor **1.1.3** Asbromir "Pike": disciplined, soldier | halberd, whistle **1.1.4** Scandlo: grizzled, weathered | arming sword, armor **1.1.5** Thraki "Bear": strong, protective | maul, bearskin **1.1.6** Agingr "Blade": lethal, focused | katana, wakizashi

1.2.1 Thorkell "Steel": precise, disciplined | longsword, plate **1.2.2** Talin "Wolf": feral, instinctive | spear, furs **1.2.3** Thaxas "Hawk": keen, vigilant | longbow, falconry-glove **1.2.4** Than "Dawn": radiant, determined | mace, shield **1.2.5** Pulgh "Storm": tempestuous, bold | sword, grapnel **1.2.6** Basharat "Fleet": swift, agile | shortbow, lasso

2. Magic-Users (Wizards, Sorcerers)

2.1.1 Finnaar "Vesper": elemental, scholarly | staff, scrollcase **2.1.2** Elrotel "Moon": mysterious, moon-magic | sickle, mirror of spells **2.1.3** Eldoriel "Bright": white-wizardy, bright | spellbook, spell scrolls **2.1.4** Earwel "Shadow": ambitious, summoner | hooded cloak, tome of summoning **2.1.5** Nerdanye "Nova": intuitive, enigmatic | crystals, chimes **2.1.6** Ealoth "Brook": serene, elemental | staff, libram of hydromancy

3. Clerics (Priests, Healers)

3.1.1 Anarus "Vale": perceptive, empathic | staff, bandages **3.1.2** Sumar "Sage": wise, patient | mortar, herbs **3.1.3** Delore "Healer": solemn, devoted | censer, bell **3.1.4** Galmilie "Dawn": hopeful, vigilant | spear, horn **3.1.5** Edror "Reed": graceful, patient | flute, nets **3.1.6** Elweleth "Pearl": elegant, (deceptive) | fans, hairpins

4. Thieves (Rogues, Scoundrels)

4.1.1 Seco "Rook": agile, cunning | shortsword, (lockpicks) **4.1.2** Ansus "Cipher": calculating, (elusive) | ciphers, daggers **4.1.3** Sabe "Shadow": silent, (ruthless) | blowgun, poisons **4.1.4** Rento "Wilde": charming, (deceptive) | cards, cutlass **4.1.5** Tiosio "Lyra": nimble, (spy) | dagger, rope **4.1.6** Garso "Pearl": noble, (deadly) | disguise kit, (stiletto)

4.2.1 Mundi "Kat": climbing, (thievery) | grappling hook, (thieves tools) **4.2.2** Anez "Raven": (sneaky), observant | lockpicks, crowbar **4.2.3** Veno "Grim": (stealthy), patient | garrote, cloak **4.2.4** Zaido "Fox": clever, (deceitful) | sword, disguise kit **4.2.5** Guiro "Shadow": (stealthy), silent | dagger, blackpowder **4.2.6** Arin "Silk": graceful, (manipulative) | fans, scarves

5. Specialists (Scouts, Craftsmen)

5.1.1 Drake: weathered, resourceful | machete, tinderbox **5.1.2** Slate: scout, observant | telescope, bow **5.1.3** Hawk: keen, vigilant | longbow, falconry-glove **5.1.4** Storm: impetuous, daring | javelin, grapnel **5.1.5** Quill: meticulous, learned | ledger, inkwell **5.1.6** Flint: practical, hardy | axe, cookpot

5.2.1 Forge: dwarf, steadfast | hammer, anvil **5.2.2** Stone: dwarf, unwavering | maul, chisel **5.2.3** Copper: dwarf, crafty | tongs, crucible **5.2.4** Slate: methodical, observant | telescope, sextant **5.2.5** Reed: nimble, precise | needles, thread **5.2.6** Spark: quick, inventive | tools, wires

6. Demihumans

6.1.1 Echo: elf, ethereal | bow, harp **6.1.2** Thalia: elf, melodious | lute, long knife **6.1.3** Shimtar "Mist": elf, ethereal | blowgun, smokepot **6.1.4** Alion "Digger": dwarf, mining | pickaxe, mining helmet **6.1.5** Aashok "Stone": dwarf, solid | hammer, chisel **6.1.6** Ututhra "Thorn": halfling, quick | sling, toolkit

6.2.1 Caruel "Willow": elf, graceful | staff, silks **6.2.2** Nerdanye "Oak": strong, enduring | quarterstaff, rope **6.2.3** Ealoth "Leaf": quiet, swift | dagger, rope **6.2.4** Finerdil "Forge": dwarf, steadfast | hammer, shield **6.2.5** Lominor "Stone": dwarf, immovable | pickaxe, chisel **6.2.6** Elror "Reed": flexible, graceful | staff, flute

Taverns

TAVERN NAMES

1.1 The Drunken Dragon **1.2** The Rusty Mug **1.3** The Weeping Willow **1.4** The Golden Goblet **1.5** The Crooked Cat **1.6** The King's Head

2.1 The Foaming Tankard **2.2** The Salty Sailor **2.3** The Miner's Rest **2.4** The Woodcutter's Axe **2.5** The Crossroads Inn **2.6** The Whispering Bones

3.1 The Dragon's Breath **3.2** The Broken Sword **3.3** The Bottomless Pit **3.4** The Hidden Door **3.5** The Shrine's Blessing **3.6** The Lost Miner's Dream

4.1 The Restless Spirits **4.2** The Wanderer's Respite **4.3** The Farmer's Daughter **4.4** The Griffin's Roost **4.5** The Holy Well **4.6** The Raven's Tower

5.1 The Bridge Tender's Tavern **5.2** The Four Winds **5.3** The River's Edge **5.4** The Mountain's Shadow **5.5** The Forest's Heart **5.6** The Wayfarer's Rest

6.1 The Dusty Quarryman **6.2** The Miner's Lantern **6.3** The Druid's Grove **6.4** The Hunter's Horn **6.5** The Fisherman's Net **6.6** The Spring's Bounty

TAVERN VIBES

1.1 Dark and smoky den frequented by assassins. Conversations in whispers, payment in blood. **1.2** Raucous sailor's pub. Sea shanties, fistfights, and tall tales of sea monsters. **1.3** Mercenary meeting ground. Job boards, scarred veterans, weapon maintenance at tables. **1.4** Wizard's relaxation spot. Strange lights, floating glasses, apprentices practicing cantrips. **1.5** Thieves' fence operation. Stolen goods quietly changing hands, lookouts at every door. **1.6** Gladiator's rest. Fighting pit in the cellar, betting rings, victory celebrations.

2.1 Smuggler's paradise. False walls, hidden doors, contraband sold in plain sight. **2.2** Poetry den gone wrong. Failed bards, drunken verses, occasional magical mishaps. **2.3** Diplomatic neutral ground. Private booths, multilingual arguing, secret treaties made. **2.4** Monster hunter's lodge. Trophy heads on walls, silver weapons on display, wound-dressing. **2.5** Gambling hall's front. Cards marked with blood, loaded dice, desperate

last bets. **2.6** Rebel safehouse. Quiet plotting, coded messages, revolutionary songs at midnight.

3.1 Cursed nobility's retreat. Fallen aristocrats, expensive tastes, unpayable tabs. **3.2** Undead-run business. Skeletal staff, perfect service, room temperature drinks. **3.3** Alchemist's experiment. Color-changing drinks, transformative snacks, smoking pipes. **3.4** Guard's off-duty haunt. Armor stands, duty rosters, complaints about the watch captain. **3.5** Demon worshipper's club. Pentacles under rugs, cultists in disguise, infernal contracts. **3.6** Arena champion's investment. Fighting stories, practice spars, talent scouts.

4.1 Retired adventurer's pub. Magic items on walls, dungeon maps as decor, veteran's discounts. **4.2** Foreign quarter landmark. Exotic foods, strange customs, homesick travelers. **4.3** Necromancer's hobby. Zombie waiters, skeletal musicians, fresh graves in the wine cellar. **4.4** Guild politics center. Trade deals, price fixing, apprentice initiations. **4.5** Witch's gathering place. Charm spells, love potions, curse removal services. **4.6** Duelist's preferred spot. Challenge boards, practice space, medical services on call.

5.1 Forbidden knowledge market. Book deals in dark corners, scroll trading, forbidden tomes. **5.2** Beast tamer's respite. Exotic pets welcome, animal fights, mysterious meats. **5.3** Corrupt official's den. Bribe payments, document forging, blackmail exchanges. **5.4** Planar traveler's rest. Portal in the cellar, otherworldly guests, dimensional anomalies. **5.5** Barbarian tribe's urban base. Strength contests, ritual scarification, tribal politics. **5.6** Executioner's drinking hole. Dark humor, job complaints, surprisingly good food.

6.1 Religious heretic's refuge. False idols, banned rituals, underground faith. **6.2** Philosopher's debate club. Drunken logic, metaphysical arguments, existential crises. **6.3** Bounty hunter's information exchange. Wanted posters, target spotting, reward collection. **6.4** Artificer's testing ground. Mechanical servants, explosive accidents, invention showcases. **6.5** Poisoner's networking space. Taste testers required, antidote sales, deadly menu items. **6.6** Time-lost warrior's bar. Anachronistic decor, stories of futures/pasts, temporal drinks.

GRITTY STARTING LOCATIONS

1.1 A seedy tavern beneath gallows hill, where hangmen drink before dawn (spsp) **1.2** Dark alley in the thieves' quarter, walls marked with gang signs (sp) **1.3** Abandoned mine with fresh tracks and distant pickaxe sounds (sp) **1.4** Harbor warehouse at midnight, strange cargo being unloaded (sp) **1.5** Underground fighting pit, heavy with sweat and copper scent (sp) **1.6** Mercenary camp turns city guard, old ways not quite forgotten (spsw)

2.1 Hidden smugglers' cave beneath tidal waters (sp) **2.2** Crowded marketplace stalls buzzing with haggling voices **2.3** Creaking dockside pier where fishermen trade secrets **2.4** Busy crossroads inn filled with road-weary travelers **2.5** Local stonecutter's yard, fresh graves need markers **2.6** Traveling merchant's wagon brings news from afar (sw)

3.1 (Cursed) graveyard at dusk, fresh dirt on old graves (sp) **3.2** Empty temple ruins where beggars make camp **3.3** Abandoned guard tower overlooking bandit roads **3.4** Old battlefield where scavengers still search **3.5** Decaying manor house with boarded windows **3.6** Forest ranger's outpost offering shelter from storms (sw)

4.1 Den of thieves in ruins, marked by red lanterns (sp) **4.2** Fisherman's wharf reeking of today's catch **4.3** Noisy blacksmith shop rings with hammer blows **4.4** Travelers' waystation with straw-filled beds **4.5** Village marketplace as evening crowds thin **4.6** Herb gatherer's cottage surrounded by healing plants (sw)

5.1 Prison cart on dark road, guards drinking heavily (sp) **5.2** Rat-infested sewers echo with strange sounds **5.3** Crumbling city wall where sentries once walked **5.4** Muddy refugee camp outside city gates **5.5** Plague doctor's house marked with red crosses **5.6** Wandering healer's tent welcomes all who suffer (sw)

6.1 Criminal hideout helps townsfolk survive harsh winter (swsp) **6.2** Local militia barracks trains village youth (sw) **6.3** Temple healing house never turns away sick (sw) **6.4** Town watch station keeps peace in troubled times (sw) **6.5** Peaceful monastery shares bread with travelers (sw) **6.6** Sacred shrine of refuge protects all who enter its walls (swsw)

WEIRD STARTING LOCATIONS

- 1.1** Crystal tower drinking moonlight, its walls pulse with stolen stars (spsp) **1.2** Shadow market between worlds, merchants trade in memories (sp) **1.3** Bone city in endless desert, buildings carved from titan skeletons (sp) **1.4** Living forest of iron trees, branches grinding against steel sky (sp) **1.5** Upside-down ruins floating over mirrored lake below/above (sp) **1.6** Time-lost tower shows two worlds through fractured windows (spsw)
- 2.1** Ghost ship in mist sea, sails woven from mourning souls (sp) **2.2** Rainbow bridge crossing void between dream-shores **2.3** Star-road through cosmos paved with constellation stones **2.4** Cloud giant's floating market drifts through sunset sky **2.5** Mirror maze reflecting dreams of all who wander here **2.6** Butterfly palace of light built from crystallized wings (sw)
- 3.1** Witch's hut on demon legs, dancing through dark woods (sp) **3.2** Dream market in sleep where nightmares are bartered **3.3** Memory pool's edge reflects forgotten moments **3.4** Wind spirits' dancing ground swirls with autumn leaves **3.5** Moon-touched standing stones sing at midnight **3.6** Golden tree of wishes bears fruit of heart's desire (sw)
- 4.1** Blood forest hungry for life, trees weep red sap (sp) **4.2** Crystal caves singing time backwards and forwards **4.3** Storm giant's cloud castle wreathed in lightning **4.4** Dragon's pearl garden glows with magical blooms **4.5** Star whale's dream pool reflects cosmic depths **4.6** Dawn temple of hope built from first morning's light (sw)
- 5.1** Nightmare carnival grounds where fears come out to play (sp) **5.2** Time-twisted ruins where past and future collide **5.3** Living library of souls bound in memory-leather **5.4** Rainbow serpent's coils form bridges through void **5.5** Mist children's playground echoes with silver laughter **5.6** Sacred grove of healing where nature mends all wounds (sw)
- 6.1** Dark market selling bright dreams at twilight prices (swsp) **6.2** Celestial garden blooming stars and moonflower petals (sw) **6.3** Phoenix nest in sunbeams where hope is reborn daily (sw) **6.4** Unicorn's blessed grove where pure springs flow eternal (sw) **6.5** Angel's rainbow bridge spanning heaven and earth (sw) **6.6** Temple of eternal dawn where darkness never enters (swsw)

GRITTY STARTING RUMORS

1.1 Tax collector's ledger stolen, guards suspiciously uninterested (spsp)

1.2 Guild master murdered, rival merchants blamed (sp) **1.3** Ship's cargo

"moves and moans," dockworkers refuse to unload (sp) **1.4** Three guards

dead in alley, district locked down (sp) **1.5** Something big in north sewers,

ratcatchers won't enter (sp) **1.6** Prison wagon overturned, inmates loose

(spsw)

2.1 Plague doctor buying fresh corpses (sp) **2.2** Debt collectors vanishing in

Old Quarter **2.3** Silver reward for masked vigilante info **2.4** Merchant seeks

guards, previous vanished **2.5** Something hunting in night fog **2.6** Temple

stockpiling weapons secretly (sw)

3.1 Widow seeks husband's killer (sp) **3.2** Watch captain's daughter missing

3.3 Poisoned grain sickens street **3.4** Guild extorting protection money **3.5**

Meat spoiling unnaturally fast **3.6** Sewer workers hear screams below (sw)

4.1 Hanged merchants marked with symbols (sp) **4.2** Priest's "blessed"

water buyers vanish **4.3** Gang training child knife-fighters **4.4** Specific

corpses stolen from graves **4.5** Suspicious meat at dockside tavern **4.6**

Noble seeks "discreet" bodyguards (sw)

5.1 Guards avoid Pearl Street nightly (sp) **5.2** Missing apprentices, tools

remain **5.3** Suspicious warehouse fire kills six **5.4** Dead things in brackish

wells **5.5** Tongueless beggar passing messages **5.6** Tortured smuggler

found in shop (sw)

6.1 Guild master hoarding grain pre-riots (swsp) **6.2** Marked corpses

floating in harbor (sw) **6.3** Preacher selling "plague prevention" (sw) **6.4**

Noble's son running protection racket (sw) **6.5** Giant albino stealing sewer

children (sw) **6.6** Militia recruiting without explanation (swsw)

WEIRD STARTING RUMORS

1.1 Moonlit stones dance at midnight crossroads (spsp) **1.2** Shadow market sells bottled memories (sp) **1.3** Silver mist devours travelers' dreams (sp) **1.4** Singing bones rise from desert sands (sp) **1.5** Iron trees drink wanderers' blood (sp) **1.6** Mirrored pool shows moment of death (spsw)

2.1 Rainbow serpent guards crystal eggs (sp) **2.2** Wind spirits trade songs for secrets **2.3** Clockwork birds deliver prophecies **2.4** Cloud giants cast golden nets **2.5** Glass forest echoes lost voices **2.6** Star-paths lead to dream cities (sw)

3.1 Witch's kettle brews stolen time (sp) **3.2** Ghost ship trades with shadow crew **3.3** Crystal spiders weave fate-threads **3.4** Moon-deer grant wishes to poets **3.5** Living statues seek their souls **3.6** Storm dragons dance in lightning (sw)

4.1 Mist children steal adult shadows (sp) **4.2** Paper birds carry forbidden spells **4.3** Twin moons whisper to dreamers **4.4** Stone eggs hatch memory-beasts **4.5** Butterfly swarm steals voices **4.6** Flower maze leads to yesterday (sw)

5.1 Bone merchant trades in destinies (sp) **5.2** Time flows backwards in brass tower **5.3** Salt circle traps morning light **5.4** Mirror door opens to starlight **5.5** Rose thorns bleed golden wine **5.6** Cloud castle seeks earth-bride (sw)

6.1 Dawn birds weave sunbeam bridges (swsp) **6.2** Autumn leaves grant true dreams (sw) **6.3** Star whales swim through night sky (sw) **6.4** Crystal tree grows wish-fruits (sw) **6.5** Rainbow road leads to moon-fair (sw) **6.6** Butterfly princess grants hearts' desire (swsw)

GRITTY RUMORS (DETAILED VERSION)

1.1 Tax collector's ledger has gone missing, with significant sums unaccounted for. The city guard shows unusual disinterest in its recovery. A minor clerk offers a reward for its return, claiming it contains evidence of widespread corruption. Several merchants have been seen leaving town hurriedly.

1.2 Guild master found murdered in his locked office. His son blames the rival merchant house of Blackwood, but seasoned guards note the killing bears hallmarks of a professional assassin. The son's own gambling debts are suspiciously high.

1.3 Foreign merchant ship sits untouched at harbor. Dockworkers refuse to unload it, claiming cargo moans and moves in the hold. Captain offers triple pay for new workers. Previous inspection crew hasn't been seen since entering the cargo hold.

1.4 Three city guards discovered dead in merchant district alley, killed with surgical precision. Area under strict lockdown. Wealthy merchants quietly offer passage through secret routes. Local thieves' guild unusually quiet.

1.5 Ratcatchers refuse north sewer work, speak of massive creature moving below. Several hunting dogs missing. Strange tracks found. City offers increased bounty, but even veteran catchers won't venture down. Children report odd whistling from drain grates.

1.6 Prison wagon overturned outside city. Dangerous inmates escaped, guards found unconscious. Witnesses report precise timing, suggesting inside help. Prison warden offering reward while sweating profusely during questioning.

2.1 Plague doctor buying fresh corpses, paying well and asking no questions. Local graves found disturbed. Night watch doubled but more bodies disappear. Doctor's laboratory emits strange lights after midnight.

2.2 Three debt collectors vanished in Old Quarter. Pawnbroker offers reward for information. Locals maintain suspicious silence. Several businesses suddenly paid off long-standing debts with unusual coins.

2.3 Silver reward posted for masked vigilante information. Figure targets wealthy merchants exclusively. Poor folk claim vigilante distributes stolen

goods, while merchants hire extra guards. Some guards discovered tied up with their own purses missing.

2.4 Merchant seeks new caravan guards after losing three groups on east road. Offers triple pay but requires silence regarding cargo. Previous guards' families receiving anonymous payments. Merchant's ledger shows unusual profits.

2.5 Something hunts in night fog. Beggar children disappear, leaving torn clothes. City watch dismisses concerns. Oddly shaped footprints found on rooftops. Local dogs refuse to go out after dark.

2.6 Temple secretly stockpiling weapons in cellar. Priests claim preparation for troubled times. Strange symbols found painted on walls. Midnight deliveries observed. Some worshippers report chanting from below during services.

3.1 Wealthy widow offers reward for husband's murderer. Body found with strange marks. Servants whisper of recent arguments over husband's gambling wins. Several known cheaters at cards recently left town.

3.2 Watch captain's daughter missing near docks. Last seen talking to foreign sailor. Captain offering reward while conducting own investigation. Wife claims daughter recently spoke of secret admirer.

3.3 Poisoned grain in baker's stock sickens half the street. Supplier claims shipment tampered with en route. Three other merchants received similar grain but sold elsewhere. Deaths reported in poorest quarter.

3.4 Stonemason's guild demanding protection money from independent laborers. Those who refuse find work sites sabotaged. Guild claims merely collecting membership dues. Several masons disappeared after planning to speak to authorities.

3.5 Butchers report meat spoiling unnaturally fast. Animals in slaughterhouse dying of mysterious causes. Cats refuse to enter meat storage. Strange growth found in newest shipment.

3.6 Sewer workers refuse night shifts, report screams from below. Several workers missing. Strange marks found on tunnel walls. City offers hazard pay but gets no takers. Some claim to hear singing beneath street grates.

4.1 Three merchants found hanged, strange symbols carved on their doors. Each victim recently outbid same competitor at auction. Local mystic claims symbols from dead language. More symbols appear nightly.

4.2 Priest selling "blessed" water, customers subsequently vanish. Temple claims no connection. Empty vials found in abandoned house. Priest seen entering wealthy homes at night.

4.3 Street gang recruiting young children, teaching knife fighting. Several youth disappearances reported. Gang colors appear in new quarters. Some children show unusual fighting skill.

4.4 Specific graves robbed, leaving valuable items untouched. All victims died of same fever. Groundskeeper claims to hear digging at night but finds nothing. Fresh flowers appear on empty graves.

4.5 Dockside tavern serves suspiciously cheap meat. Cats and dogs gone missing from area. Patrons report unusual flavors. Kitchen locked during day. Strange noises from cellar.

4.6 Noble seeks private guards for unnamed task. Pays in gold, requires absolute silence. Previous servants dismissed without notice. Strange deliveries arrive nightly.

5.1 City watch avoids Pearl Street at night. Several guards request transfers. Residents report strange lights in abandoned mansion. Watch captain denies official policy change.

5.2 Blacksmith's apprentices missing, tools left at forge. Master claims no knowledge. Strange marks found on anvil. Unfinished work still hot in mornings.

5.3 Warehouse fire kills six, owner blames competition. Insurance payment unusually large. Night watchman missing since fire. Strange smoke still rises from ruins.

5.4 Local wells turning brackish, dead things found in water. Several residents ill with unusual symptoms. Old maps show forgotten tunnels beneath well. Water sometimes glows at night.

5.5 Tongueless beggar passing coded messages between merchants. Multiple factions bid for his services. Some recipients disappear shortly after receiving messages. Beggar shows signs of prosperity.

5.6 Tortured smuggler found in cobbler's shop. Evidence of contraband trading. Hidden room discovered behind false wall. Several wealthy clients nervously depart city.

6.1 Guild master hoarding grain before expected shortage. Warehouse heavily guarded. Poor quarter already showing signs of hunger. Rumors of planned uprising.

6.2 Marked corpses float in harbor, all bearing same tattoo. Ships' crews refuse night work. Harbor patrol increased but guards disappear. Strange lights seen beneath water.

6.3 Street preacher sells "plague prevention" herbs, warns of coming disease. Some buyers develop unusual symptoms. Preacher seen entering wealthy homes at night. Claims to have official backing.

6.4 Noble's son extorts protection money in poor quarter. Watch turns blind eye. Several resisters found badly beaten. Some enforcers wear guard uniforms.

6.5 Giant albino reported stealing children in sewers. Multiple witnesses describe same creature. Rat catchers find unusual tracks. City offers reward but gets no volunteers.

6.6 Militia recruiting heavily without explanation. Weapon shipments arrive nightly. Training conducted in secret. Some recruits vanish during night watches.

Hex Crawling

TERRAIN TYPE

1.1 Forest - Light Coniferous **1.2** Forest - Heavy Coniferous **1.3** Forest - Light Deciduous **1.4** Forest - Heavy Deciduous **1.5** Forest - Light Mixed **1.6** Forest - Heavy Mixed

2.1 Flat - Prairie **2.2** Flat - Farmland **2.3** Flat - Shrublands **2.4** Flat - Savanna **2.5** Flat - Flats **2.6** Flat - Other

3.1 Arid - Desert Cold **3.2** Arid - Desert Coastal **3.3** Arid - Desert Rocky **3.4** Arid - Badlands **3.5** Arid - Steppe **3.6** Arid - Other

4.1 Wetlands - Bog **4.2** Wetlands - Marsh **4.3** Wetlands - Swamp **4.4** Wetlands - Moor **4.5** Wetlands - River **4.6** Wetlands - Tundra

5.1 Mountains - Small **5.2** Mountains - Tall **5.3** Mountains - Snow-capped Year-round **5.4** Mountains - Forested **5.5** Mountains - Transitional **5.6** Mountains - Volcano

6.1 Hills - Barren **6.2** Hills - Grassy **6.3** Hills - Forested **6.4** Hills - Shrubland **6.5** Hills - Jungle **6.6** Hills - Transitional

STARTING LOCATION

1.1 Town - Market Town **1.2** Town - River Port **1.3** Town - Walled Town **1.4** Town - Shrine Town **1.5** Town - Crossroads **1.6** Town - Capital

2.1 Village - Farming Village **2.2** Village - Fishing Village **2.3** Village - Mining Village **2.4** Village - Logging Village **2.5** Village - Waystation **2.6** Village - Abandoned Village

3.1 Dungeon Entrance - Cave Mouth **3.2** Dungeon Entrance - Ruined Keep **3.3** Dungeon Entrance - Sinkhole **3.4** Dungeon Entrance - Hidden Door **3.5** Dungeon Entrance - Ancient Shrine **3.6** Dungeon Entrance - Lost Mine

4.1 Abandoned Structure - Burial Ground **4.2** Abandoned Structure - Camp **4.3** Abandoned Structure - Farm **4.4** Abandoned Structure - Keep **4.5** Abandoned Structure - Religious Site **4.6** Abandoned Structure - Tower

5.1 Road - Bridge **5.2** Road - Crossroads **5.3** Road - River Ford **5.4** Road - Mountain Pass **5.5** Road - Forest Trail **5.6** Road - Ancient Road

6.1 Resource Location - Quarry **6.2** Resource Location - Mine **6.3** Resource Location - Grove **6.4** Resource Location - Hunting Grounds **6.5** Resource Location - Fishing Spot **6.6** Resource Location - Sacred Spring

The Muster

ROAD JOURNEY EQUIPMENT

1.1 traveling cloak with (hidden pockets) & poison (spsp) **1.2** wool blanket with (weapon wrap) (sp) **1.3** canvas tent with (false bottom) (sp) **1.4** cookpot with (secret compartment) (sp) **1.5** tinderbox with (poison storage) (sp) **1.6** leather satchel with (blade sheath) (sp, sw)

2.1 sturdy waterskin - 1 gallon **2.2** hemp rope - 50 feet **2.3** hobnailed boots & spare laces **2.4** trail rations - 1 week supply **2.5** wooden eating set - bowl, cup, spoon **2.6** iron cooking pan & tripod (sw)

3.1 spice box with (smuggler's slots) (sp) **3.2** walking staff with (blade core) (sp) **3.3** bedroll with (hidden sheath) (sp) **3.4** sewing kit with (lockpicks) (sp) **3.5** whetstone with (poison groove) (sp) **3.6** dried fruit with (coded notes) (sp)

4.1 bandages & healing herbs **4.2** beeswax candles - 6 count **4.3** hooded lantern, collapsible **4.4** fishing line & hooks set **4.5** flint & steel with tinder **4.6** oilskin map case (sw)

5.1 mess kit with (false base) (sp) **5.2** whistle with (signal code) (sp) **5.3** tarp with (weapon loops) (sp) **5.4** climbing gear with (garrote) (sp) **5.5** compass with (concealed blade) (sp) **5.6** water flask with (poison cap) (sp)

6.1 quality explorer's pack (swsp) **6.2** weatherproof journal & ink (sw) **6.3** extra waterskin & straps (sw) **6.4** spare cookpot & utensils (sw) **6.5** reliable brass compass (sw) **6.6** additional trail rations (sw)

DUNGEON DELVING EQUIPMENT

1.1 brass lantern with (hidden blade) & (poison) compartment (spsp) **1.2** oil flask with (toxic) reservoir - 1 quart (sp) **1.3** bundle of (hollow) torches with (darts) - 6 count (sp) **1.4** ball of (garrote) cord - 100 feet (sp) **1.5** mapping kit with (poison ink) (sp) **1.6** marked candle shows both light and shadow (spsw)

2.1 wooden pole with (hidden blade) (sp) **2.2** sturdy rope & grappling hook **2.3** iron spikes & hammer **2.4** chalk & mapping parchment **2.5** mirror on extending pole **2.6** blessed water in steel flask (sw)

3.1 tinder box with (false bottom) (sp) **3.2** iron spikes with (traps) **3.3** lockpicks in (fake) tools **3.4** crowbar with (blade core) **3.5** folding shovel (sharpened) **3.6** healer's kit brings comfort (sw)

4.1 satchel with (hidden compartments) (sp) **4.2** spare lantern wicks **4.3** waterskin & dry rations **4.4** warm cloak & hood **4.5** flint & steel set **4.6** white chalk marks safe paths (sw)

5.1 mess kit hides (poison storage) (sp) **5.2** bag of (spiked) caltrops **5.3** (trapped) wire for snares **5.4** bell on (strangling) cord **5.5** wire saw with (barbs) **5.6** rope that never tangles (sw)

6.1 tools serve both dark and light (swsp) **6.2** well-crafted explorer's pack (sw) **6.3** reliable steel compass (sw) **6.4** sturdy mapping case (sw) **6.5** tested climbing gear (sw) **6.6** blessed adventuring kit (swsw)

NPCs

NPC REACTIONS

Roll 2d6

2. Hostile (sp)
3. Suspicious (sp)
4. Fearful (sp)
5. Dismissive
6. Reluctant
7. Neutral
8. Interested
9. Pleasant
10. Friendly
11. Enthusiastic (sw)
12. Trusting (sw)

On the Road

SIMPLE WEATHER

Roll d6:

- | | |
|-----------|----------|
| 1. Clear | 4. Wet |
| 2. Warm | 5. Cold |
| 3. Cloudy | 6. Combo |

On Combo, roll again and combine:

- | | |
|--------------------------------------|--|
| 1. Clear, Cloudy = Partly cloudy | 13. Cold, Cold, Wet = Blizzard |
| 2. Clear, Warm = Warm sunny | 14. Warm, Clear, Dry = D drought |
| 3. Warm, Warm = Extreme heat | 15. Cloudy, Cold, Wet = Sleet |
| 4. Cloudy, Wet = Rain | 16. Clear, Cold, Wet = Freezing rain |
| 5. Clear, Wet = Intermittent drizzle | 17. Warm, Wet, Cloudy = Muggy, oppressive heat |
| 6. Cold, Wet = Snow | 18. Cold, Clear, Dry = Bitter windchill |
| 7. Clear, Cold = Frosty | 19. Warm, Cloudy, Wet = Tropical storm |
| 8. Cold, Cold = Extreme cold | 20. Clear, Warm, Wet = Rainbow weather |
| 9. Warm, Cold = Thunderstorm | |
| 10. Wet, Dry = Thunderstorm | |
| 11. Wet, Wet = Downpour | |
| 12. Wet, Wet, Warm = Hurricane | |

DRAMATIC WEATHER PATTERNS

1.1 killing heat wave, air burns lungs (spsp) **1.2** blizzard blinds and freezes (sp) **1.3** freezing rain coats in lethal ice (sp) **1.4** hurricane winds uproot trees (sp) **1.5** devastating tropical storm (sp) **1.6** fierce storm with rainbow promise (spsw)

2.1 poisonous morning fog rolls in (sp) **2.2** warm breeze stirs leaves **2.3** light clouds drift overhead **2.4** cool morning mist lingers **2.5** thin overcast dims sun **2.6** pleasant sea breeze refreshes (sw)

3.1 black thunderstorm approaches (sp) **3.2** oppressive muggy heat weighs **3.3** needle-sharp sleet pelts down **3.4** heavy rain floods paths **3.5** drought cracks the earth **3.6** cooling breeze brings relief (sw)

4.1 choking dust storm rises (sp) **4.2** scattered clouds drift by **4.3** mild warmth persists **4.4** light wind carries scents **4.5** steady temperature holds **4.6** perfect sailing weather beckons (sw)

5.1 ash falls from dark sky (sp) **5.2** hail pounds mercilessly **5.3** thick fog hides dangers **5.4** bitter wind cuts through **5.5** stinging sleet falls **5.6** invigorating mountain air (sw)

6.1 dramatic storm clears to beauty (swsp) **6.2** perfect warm sunny day (sw) **6.3** gentle rain nourishes earth (sw) **6.4** clear starlit evening (sw) **6.5** refreshing morning dew (sw) **6.6** golden light bathes all in wonder (swsw)

Cities

GRITTY CITY ENCOUNTERS

1.1 2d6 thugs extorting marketplace vendors (sp) **1.2** Tax collector with armed guards demands payment (sp) **1.3** Pickpocket runs into dead-end alley (sp) **1.4** Merchant accuses rival of sabotage (sp) **1.5** City watch arrests suspected spy (sp) **1.6** Street preacher rallies angry crowd (sp, sw)

2.1 Fire spreads through tenement district (sp) **2.2** Wealthy noble's carriage breaks down **2.3** 2d6 drunken soldiers pick fights **2.4** Beggar reveals hidden guild tattoo **2.5** Lost child seeks wealthy parents **2.6** Skilled craftsman needs escort home (sw)

3.1 2d6 dock workers unload smuggled goods (sp) **3.2** Market seller hawks suspicious meat **3.3** Fortune teller flees angry customer **3.4** Apprentice wizard's spell backfires **3.5** City guard pursues rooftop thief **3.6** Old veteran shares vital information (sw)

4.1 Cutpurse targets distracted crowd (sp) **4.2** Street performers cause traffic jam **4.3** Guard checkpoint checks papers **4.4** Merchant caravan seeks guards **4.5** Rat catcher warns of infestation **4.6** Helpful guide offers local knowledge (sw)

5.1 2d6 gang members mark territory (sp) **5.2** Building construction blocks road **5.3** Food cart causes mass illness **5.4** Messenger needs urgent delivery **5.5** Escaped horse runs wild **5.6** Honest merchant seeks partners (sw)

6.1 Protest at city gates blocks traffic (sp, sw) **6.2** Local festival needs security (sw) **6.3** Merchant needs debt collected (sw) **6.4** Noble seeks discreet courier (sw) **6.5** Guild master offers contract (sw) **6.6** City official needs investigators (sw)

WEIRD CITY ENCOUNTERS

1.1 A sage drops a glowing moonlight map (sp) **1.2** 2d6 hobgoblin thugs shaking down wizards (sp) **1.3** Green flames consume a noble's mansion (sp) **1.4** Face-stealing masks infiltrate masquerade (sp) **1.5** 2d6 ghosts reenact murders nightly (sp) **1.6** Master thief steals vampire's dawn-jewel (sp, sw)

2.1 Merchant selling world-ending tome's location (sp) **2.2** Thieves' Guild wars with Assassins' Guild **2.3** Brass golem runs fight club **2.4** 2d6 imps selling bottled dreams **2.5** Dragon-polymorphed circus performers **2.6** Fool slays serpent-priest with silver (sw)

3.1 Cats flee invisible horror en masse (sp) **3.2** Amazon returns with map-tattooed skin **3.3** 2d6 orcs plot crown theft **3.4** Dragon manipulates gem market **3.5** 2d6 ogres siege Wizard's Guild **3.6** Cobbler enters cinnamon-scented portal (sw)

4.1 Smith forges conscious blade (sp) **4.2** Rainbow spores in the streets **4.3** Living shadows steal memories **4.4** Fortune teller speaks in rhyming riddles **4.5** Time merchant buys childhood days **4.6** Fairy market appears at midnight (sw)

5.1 Ghost ships dock in sky-harbor (sp) **5.2** Mechanical birds deliver prophecies **5.3** Street artist paints doors to elsewhere **5.4** Animated statues hold court **5.5** Mirror-people seek reflections **5.6** Sky-whales swim above city (sw)

6.1 Dark carnival arrives at moonrise (sp, sw) **6.2** Star-gates open in market square (sw) **6.3** Angels attend mortal theater (sw) **6.4** Rainbow roads appear at dawn (sw) **6.5** Dream merchants grant wishes (sw) **6.6** Dancing lights lead to treasures (sw)

Wilderness

GRITTY WILDERNESS ENCOUNTERS

1.1 2d6 bandits torture merchant caravan (spsp) **1.2** Highwaymen with (poisoned) crossbows (sp) **1.3** Slavers tracking escaped captives (sp) **1.4** Horse thieves raid night camp (sp) **1.5** Cannibals butcher recent catch (sp) **1.6** Deserters offer temporary alliance (spsw)

2.1 Broken axle reveals (trapped) wagon (sp) **2.2** Hunters tracking wounded bear **2.3** Woodcutters clear fallen trees **2.4** Shepherds search lost flock **2.5** Trappers check snare lines **2.6** Honest guides share supplies (sw)

3.1 Wolf pack surrounds with (red) eyes (sp) **3.2** Bear defends bloodied kill **3.3** Wild boar charges territory **3.4** Rabid dogs harass deer **3.5** Mountain lion stalks prey **3.6** Rangers patrol trade road (sw)

4.1 Fresh graves hide (stolen) goods (sp) **4.2** Lost child gathering wood **4.3** Elderly couple needs aid **4.4** Injured traveler begs help **4.5** Herbalist gathers plants **4.6** Pilgrims share warm fire (sw)

5.1 (Raiders') campfire still smolders (sp) **5.2** Fresh blood stains road **5.3** Abandoned wagon looted **5.4** Half-eaten livestock found **5.5** Strange tracks in mud **5.6** Kind strangers offer shelter (sw)

6.1 Dark stories lead to sanctuary (swsp) **6.2** Farmers share fresh food (sw) **6.3** Militia protects travelers (sw) **6.4** Healer tends wounded free (sw) **6.5** Woodsmen guide safely home (sw) **6.6** Sacred shrine grants refuge (swsw)

WEIRD WILDERNESS ENCOUNTERS

1.1 Memory merchant trades darkest secrets (spsp) **1.2** 2d6 wolves with (human faces) hunt prey (sp) **1.3** Medusa tends (living) statue garden (sp) **1.4** 2d6 lizardfolk fight (to the death) ritual (sp) **1.5** (Cursed) knight's armor consumes him (sp) **1.6** Shadow Market sells dreams and nightmares (spsw)

2.1 Dark fae trade (binding) promises (sp) **2.2** Moonlit dancers enchant travelers **2.3** Crystal stag grants riddles **2.4** Mirror pool shows possible futures **2.5** Wind spirits trade songs **2.6** Star-blessed wayfarers share gifts (sw)

3.1 Chimera speaks (deadly) prophecies (sp) **3.2** Ghost legion marches past **3.3** Time rift shows ancient battles **3.4** Rainbow serpent tests wisdom **3.5** Cloud giants cast golden nets **3.6** Dream weavers bless sleepers (sw)

4.1 Witch's hut walks on (bone) legs (sp) **4.2** Flower maze changes paths **4.3** Stone eggs hatch memories **4.4** Mist children play games **4.5** Star whales swim overhead **4.6** Phoenix nest grants visions (sw)

5.1 (Blood) tree drinks from travelers (sp) **5.2** Living statues seek souls **5.3** Moon deer grant wishes **5.4** Crystal spiders weave fate **5.5** Time flows backwards here **5.6** Sacred grove heals wounds (sw)

6.1 Storm dragon offers wisdom and warning (swsp) **6.2** Unicorns bless pure hearts (sw) **6.3** Angels share divine poetry (sw) **6.4** Rainbow road leads to wonder (sw) **6.5** Celestial market grants wishes (sw) **6.6** Golden tree grows dreams to reality (swsw)



Into the Woods

FOREST AMBUSHES

1.1 bandits with (poisoned blades) ambush from trees (spsp) **1.2** (hidden) assassins rain arrows from above (sp) **1.3** trappers with spiked pit and (poisoned) nets (sp) **1.4** brigands with (stolen) horses block narrow path (sp) **1.5** raiders with (rabid) attack hounds circle camp (sp) **1.6** outlaws offer fair challenge for passage (spsw)

2.1 wolves emerge from mist with (red) eyes (sp) **2.2** bear rises to defend cubs **2.3** boar charges from dense thicket **2.4** snakes strike from hollow log **2.5** hornets swarm from disturbed nest **2.6** forest wardens offer safe escort (sw)

3.1 deadfall trap hides (rusted spikes) (sp) **3.2** quicksand pool beneath leaf cover **3.3** rolling logs tumble down slope **3.4** snare pulls victim skyward **3.5** spring-loaded branch whips past **3.6** friendly druids warn of danger (sw)

4.1 tribal hunters with (poisoned) darts (sp) **4.2** deserters lurk in dense brush **4.3** poachers hide in hunting blinds **4.4** woodsmen block overgrown path **4.5** hostile hunters surround camp **4.6** rangers guide to safe passage (sw)

5.1 spider web holds (paralyzing) toxin (sp) **5.2** wild dogs circle in fog **5.3** mountain lion stalks from above **5.4** stampeding deer crash through **5.5** swarm of biting insects rises **5.6** wise hermit shows hidden trail (sw)

6.1 dark storm reveals safe haven (swsp) **6.2** forest spirits guide travelers (sw) **6.3** ancient shrine offers protection (sw) **6.4** sacred grove grants passage (sw) **6.5** guardian beasts escort party (sw) **6.6** blessed clearing ensures safety (swsw)

The Dungeon

GRITTY DUNGEON ENCOUNTERS

1.1 2d6 goblins setting crude tripwire trap (sp) **1.2** Ogre cooking captured merchant in pot (sp) **1.3** Kobold tunnelers weakening ceiling (sp) **1.4** Orc patrol returning with plunder (sp) **1.5** Carrion crawler dragging fresh kill (sp) **1.6** Giant spider spinning web across corridor (sp, sw)

2.1 Bandits dividing stolen treasury (sp) **2.2** Cave-in blocking main passage **2.3** Skeletons still gripping rusted weapons **2.4** Flooded chamber with hidden current **2.5** Unstable floor over deep crevasse **2.6** Old hermit who knows these tunnels (sw)

3.1 2d6 hobgoblins fortifying position (sp) **3.2** Poisonous mushrooms in damp corner **3.3** Recent campsite with dying fire **3.4** Narrow ledge around deep shaft **3.5** Crumbling stairs over chasm **3.6** Hidden cache of mining supplies (sw)

4.1 Escaped prisoner fleeing pursuit (sp) **4.2** Thick webs hiding passage ahead **4.3** Slippery algae on stone steps **4.4** 2d6 rats feasting on remains **4.5** Partially collapsed temple room **4.6** Ancient well with fresh water (sw)

5.1 2d6 cultists preparing sacrifice (sp) **5.2** Unstable support beams creaking **5.3** Pile of bones blocking doorway **5.4** Smugglers moving contraband **5.5** Rusty portcullis stuck halfway **5.6** Abandoned guard post with supplies (sw)

6.1 Giant centipedes in rotting wood (sp, sw) **6.2** Forgotten armory behind rubble (sw) **6.3** Merchant hiding from bandits (sw) **6.4** Cave spring with clean water (sw) **6.5** Untouched tomb chamber (sw) **6.6** Hidden exit to surface (sw)

WEIRD DUNGEON ENCOUNTERS

1.1 Zone of magical silence, footsteps echo oddly (sp) **1.2** 2d6 animated stone guardians protect ancient door (sp) **1.3** Room where time flows backwards (sp) **1.4** Ancient fountain leaking golden water (sp) **1.5** Intelligent chains binding important prisoner (sp) **1.6** Water elementals flooding lower chamber (sp, sw)

2.1 Ghostly thieves stealing memories (sp) **2.2** Well-mannered gelatinous cube sweeping corridor **2.3** Chamber of shifting colored lights **2.4** 2d6 rust monsters eating old armory **2.5** Magical bridge over bottomless pit **2.6** Friendly stone golem offering riddles (sw)

3.1 Wall covered in cursed masks (sp) **3.2** Treasure vault with sleeping guardian **3.3** Ancient dragon playing chess for hoard **3.4** Dark cultists performing ritual **3.5** Statue holding valuable gem **3.6** Room full of healing runes (sw)

4.1 Lich on bone throne seeking conversation (sp) **4.2** 2d6 giant spiders weaving tapestries **4.3** Garden of crystalized flowers **4.4** Ghostly knights guarding sacred sword **4.5** Pool showing reflections of the past **4.6** Friendly mimic guarding treasure vault (sw)

5.1 Vengeful spirits seeking peace (sp) **5.2** Living maze that shifts its corridors **5.3** Ancient library with talking books **5.4** Magical dueling ground **5.5** Tomb of sleeping warriors **5.6** Temple sanctuary with healing spring (sw)

6.1 Dark fey nobles holding court (sp, sw) **6.2** Portal room with multiple destinations (sw) **6.3** Sacred grove deep underground (sw) **6.4** Ancient dragon teaching magic (sw) **6.5** Treasury of a cloud giant (sw) **6.6** Celestial library of forgotten lore (sw)

Denizens

PJÖRC NAMES

1.1 Truffle Trouble (sp) **1.2** Mud Muffin (sp) **1.3** Snout Scout (sp) **1.4** Bacon Breakin' (sp) **1.5** Ham Handler (sp) **1.6** Oinkmaster Prime (sp, sw)

2.1 Piggy Stardust (sp) **2.2** Chop Champion **2.3** Squeal Deal **2.4** Pork Thorpe **2.5** Bristle Hustle **2.6** Warthog Warrior (sw)

3.1 Snorticus Rex (sp) **3.2** Hambone Hero **3.3** Grunt Gentle **3.4** Swine Shine **3.5** Tusk Trust **3.6** Pigment Figment (sw)

4.1 Hog Wild (sp) **4.2** Sty Guy **4.3** Snuffle Shuffle **4.4** Pork Chop Pop **4.5** Boar Score **4.6** Swine Fine (sw)

5.1 Muddy Buddy (sp) **5.2** Rooter Tutor **5.3** Bacon Shakin' **5.4** Piglet Giglet **5.5** Sausage Sage **5.6** Trotter Potter (sw)

6.1 Ham Slam (sp, sw) **6.2** Porcine Divine (sw) **6.3** Snuffles Ruffles (sw) **6.4** Hog Log (sw) **6.5** Bacon Taken (sw) **6.6** Snout About (sw)

Camping

NAMES OF SONGS

1.1 The Merry Morning Walk (sp) **1.2** Supper by the Hearth (sp) **1.3** Down the Winding Road (sp) **1.4** The Old Mill's Wheel (sp) **1.5** Harvest Time Again (sp) **1.6** Dancing in the Garden (sp, sw)

2.1 The Cozy Burrow (sp) **2.2** Pipeweed and Old Tales **2.3** Green Hills of Home **2.4** Market Day Bustle **2.5** By the Party Tree **2.6** Mushrooms in the Morning (sw)

3.1 Second Breakfast Song (sp) **3.2** Wandering the Meadows **3.3** Tales of Distant Shores **3.4** Rest Your Weary Feet **3.5** Songs of Coming Home **3.6** Spring's First Flowers (sw)

4.1 The Sleepy Sundown (sp) **4.2** Along the River Banks **4.3** Through the Summer Fields **4.4** Dreams of Gentle Rain **4.5** Shepherds in the Hills **4.6** Grandmother's Garden (sw)

5.1 Winter's Warm Hearth (sp) **5.2** The Moonlit Vale **5.3** Wayfarer's Rest **5.4** Summer's Last Song **5.5** The Baker's Joy **5.6** Apple Blossom Time (sw)

6.1 The Farewell Feast (sp, sw) **6.2** Morning in the Shire (sw) **6.3** Sweet Honeycomb Dance (sw) **6.4** The Harvest Home (sw) **6.5** Firelight and Friends (sw) **6.6** Songs of Hearth and Home (sw)

Loot

OBVIOUS LOOTS

1.1 Well-crafted sword in decorated leather scabbard (sp) **1.2** Heavy coin purse containing 3d6 gold pieces (sp) **1.3** Silver merchant's scale with brass weights (sp) **1.4** Ornate holy symbol on silver chain (sp) **1.5** Leather-bound spellbook with brass corners (sp) **1.6** Map case filled with detailed local charts (sp, sw)

2.1 Master's tool set in oiled leather wrap (sp) **2.2** Gold signet ring bearing noble crest **2.3** Bronze lantern with matching oil flask **2.4** Lute in polished wooden carrying case **2.5** Healer's satchel of herbs and bandages **2.6** Veteran's medal with silk ribbon (sw)

3.1 Merchant's ledger bound in red leather (sp) **3.2** Prayer book with gold-leafed pages **3.3** Guild badge with precious stones **3.4** Carved walking staff with silver cap **3.5** Bundle of fine silk clothing **3.6** Collection of foreign trade coins (sw)

4.1 Holy relic in silver reliquary (sp) **4.2** Scholar's journal filled with sketches **4.3** Jeweler's tools in velvet roll **4.4** Astrolabe in brass carrying case **4.5** Bolt of fine dyed wool cloth **4.6** Set of illuminated manuscripts (sw)

5.1 Cartographer's kit with ivory tools (sp) **5.2** Ceremonial dagger with jade hilt **5.3** Merchant's scales in wooden box **5.4** Priest's ceremonial vestments **5.5** Traveler's water-proof scroll case **5.6** Artist's case of fine pigments (sw)

6.1 Navigator's compass in brass case (sp, sw) **6.2** Scribe's complete writing kit (sw) **6.3** Set of masterwork wood chisels (sw) **6.4** Alchemist's measuring vessels (sw) **6.5** Book of pressed flower specimens (sw) **6.6** Silver flute in padded case (sw)

MINOR MAGIC LOOTS

1.1 Kettle of Perfect Tea - Always brews at the right temperature (sp) **1.2** Endless Thread - Never runs out, always matches the needed color (sp) **1.3** Weather Stone - Grows warm when rain approaches (sp) **1.4** Merchant's Scales - Cannot be fooled by false weights (sp) **1.5** Wanderer's Socks - Never wear out or get wet (sp) **1.6** Carpenter's Pencil - Makes perfectly straight lines (sp, sw)

2.1 Pot of Yesterday's Stew - Always contains leftovers (sp) **2.2** Fisher's Hook - Attracts fish when hummed to **2.3** Cobbler's Needle - Stitches align themselves **2.4** Traveler's Blanket - Always the right warmth **2.5** Bar Keepers Rag - Cleans any spill in one wipe **2.6** Garden Trowel - Plants grow twice as fast (sw)

3.1 Cook's Spoon - Food never burns when stirred (sp) **3.2** Mason's Level - Whistles when perfectly straight **3.3** Shepherd's Bell - Sleeping sheep hear it for miles **3.4** Weaver's Comb - Detangles any knot **3.5** Campfire Stone - Creates smokeless flames **3.6** Dowsing Fork - Hums near fresh water (sw)

4.1 Miner's Lamp - Brightens as air grows stale (sp) **4.2** Messenger's Chalk - Marks only wash in moonlight **4.3** Herbalist's Shears - Cut plants without harm **4.4** Scribe's Quill - Ink never blots **4.5** Seamstress's Pins - Find their way home **4.6** Baker's Timer - Chimes at perfect doneness (sw)

5.1 Cartographer's Compass - Points to newest landmarks (sp) **5.2** Nurse's Bandage - Stays clean and fresh **5.3** Painter's Brush - Never needs cleaning **5.4** Miller's Cup - Shows if grain is spoiled **5.5** Farrier's Hammer - Never strikes too hard **5.6** Beekeeper's Veil - Bees always stay calm (sw)

6.1 Priest's Candle - Burns only during prayer (sp, sw) **6.2** Toymaker's Tools - Toys fix themselves overnight (sw) **6.3** Midwife's Charm - Soothes crying babies (sw) **6.4** Hunter's Horn - Echoes guide you home (sw) **6.5** Farmer's Almanac - Pages show current weather (sw) **6.6** Grandmother's Thimble - Makes perfect stitches (sw)

HIDDEN MAGICAL LOOTS

1.1 Map with invisible ink markings to a noble's vault (sp) **1.2** Ring with spring-loaded poisoned needle (sp) **1.3** Love letters between a queen and royal guard (sp) **1.4** Strange powder that turns water to wine (sp) **1.5** Masterwork lockpicks in a hollowed book (sp) **1.6** List of nobles marked for assassination (sp, sw)

2.1 Perfect counterfeit coin dies (sp) **2.2** Key sewn into an old coat's hem **2.3** Cipher disk disguised as a compass **2.4** Cultist medallion wrapped in silk **2.5** Evidence of a mayor's dark dealings **2.6** Smuggler's coded shipping routes (sw)

3.1 Scroll of forbidden transmutation (sp) **3.2** Locket with a changeling's true face **3.3** Ring with hidden poison compartment **3.4** Forged deed to a merchant's shop **3.5** Collection from a master pickpocket **3.6** Spy's messages written in lemon juice (sw)

4.1 Witch's doll made of stolen hair (sp) **4.2** Pouch of gems worth 2d6×10 coins **4.3** Secret map to thieves' guild vault **4.4** Temple guard's bribed confession **4.5** Gravedigger's record of hidden goods **4.6** Fortune teller's true predictions (sw)

5.1 Recipe for illegal dream powder (sp) **5.2** Evidence of royal heir's true birth **5.3** Map to smuggler's hidden cove **5.4** Cursed coin that always returns **5.5** Key to a wizard's secret library **5.6** Proof of dragon's human form (sw)

6.1 Demon summoning ritual, half burnt (sp, sw) **6.2** Journal proving hero's dark past (sw) **6.3** Last page of a prophetic book (sw) **6.4** Map to forgotten fairy road (sw) **6.5** Letter explaining royal twins switch (sw) **6.6** True name of a bound devil (sw)

Enchanted Weapons

GRIM ENCHANTED WEAPONS

1.1 Doomrazor - "Blood calls to blood" (spsp) **1.2** Soulthirst - "The night hungers" (sp) **1.3** Blackfang - "Death comes silent" (sp) **1.4** Griefmaker - "All joy ends here" (sp) **1.5** Witchblade - "Curses ring true" (sp) **1.6** Duskfang - "Twilight brings both shadow and light" (spsw)

2.1 Shadowreaver - "Darkness feeds me" (sp) **2.2** Stormcaller - "Thunder answers steel" **2.3** Moonfury - "Night guides my path" **2.4** Windwalker - "Swift as morning breeze" **2.5** Frostweaver - "Winter's cold bite" **2.6** Truthseeker - "Justice rings clear" (sw)

3.1 Heartrender - "Love turns to ash" (sp) **3.2** Soulshatter - "Dreams bleed black" **3.3** Bonereaper - "Death's swift harvest" **3.4** Mindthief - "Thoughts turn dark" **3.5** Doomhowler - "Fear's cold song" **3.6** Starcaller - "Light pierces shadow" (sw)

4.1 Deathwhisper - "Silence follows all" (sp) **4.2** Fatespinner - "Destiny bends" **4.3** Ghostweaver - "Between worlds walk" **4.4** Dreamcutter - "Sleep's deep wound" **4.5** Sorrowblade - "Tears mark my path" **4.6** Dawnbringer - "Morning breaks dark" (sw)

5.1 Blooddrinker - "Life feeds the blade" (sp) **5.2** Painweaver - "Suffering teaches" **5.3** Grimfang - "Dark deeds done" **5.4** Soulstealer - "Spirit's last cry" **5.5** Nightreaver - "Shadows serve me" **5.6** Hopebearer - "Light guides the lost" (sw)

6.1 Duskweaver - "Balance walks the edge" (swsp) **6.2** Lightbringer - "Dawn's first ray" (sw) **6.3** Starweaver - "Heaven's bright path" (sw) **6.4** Sunfury - "Darkness flees light" (sw) **6.5** Joybringer - "Spirit soars free" (sw) **6.6** Truthlight - "Pure hearts shine bright" (swsw)

TALKATIVE ENCHANTED WEAPONS

1.1 Spirit of a grumpy dwarf smith. "Honor the forge that shaped me" (sp)

1.2 Trapped fire ifrit. "My flames shall never rest" (sp) **1.3** Ancient battle-mage. "Knowledge cuts deeper than steel" (sp) **1.4** Vengeful ghost knight. "Death before dishonor" (sp) **1.5** Storm dragon's essence. "Thunder follows my wake" (sp) **1.6** Frost giant's heart. "Winter's bite strikes true" (sp, sw)

2.1 Desert djinn. "Seek truth in shifting sands" (sp) **2.2** Mountain spirit.

"Steadfast as stone" **2.3** Warrior poet. "Beauty in the blade's dance" **2.4** Star navigator. "Follow the northern light" **2.5** Forest guardian. "Green growth through grey steel" **2.6** River serpent. "Flow like water, strike like rapids" (sw)

3.1 Thunder spirit. "Echo of the storm's voice" (sp) **3.2** Retired hero. "One last adventure" **3.3** Moon priestess. "Light in darkness" **3.4** Wind dancer. "Swift as the breeze" **3.5** Dawn phoenix. "Rise with the sun" **3.6** Wolf alpha. "Lead the pack" (sw)

4.1 Shadow dragon. "Darkness hides wisdom" (sp) **4.2** Wandering monk. "Each step a lesson" **4.3** Spring sprite. "Growth follows the cut" **4.4** Summer queen. "Warmth in battle" **4.5** Autumn sage. "Harvest what you sow" **4.6** Winter king. "Patient as frost" (sw)

5.1 Bronze golem. "Duty never rusts" (sp) **5.2** Cloud giant. "Head in the heavens" **5.3** Crystal drake. "Clarity in chaos" **5.4** Ocean lord. "Deep calls to deep" **5.5** Mountain king. "Unmovable core" **5.6** Sky dancer. "Freedom in flight" (sw)

6.1 Time spirit. "Yesterday's wounds, tomorrow's scars" (sp, sw) **6.2** Dawn herald. "First light breaks darkness" (sw) **6.3** Dream weaver. "Cut between realities" (sw) **6.4** Star child. "Guidance from above" (sw) **6.5** Life guardian. "Growth through adversity" (sw) **6.6** Peace spirit. "Last resort, first regret" (sw)

Magic-Users

MAGIC SCHOOLS

1 VITAE (Life Magic)

Life force, growth, and harmony. The magic of the Elves, written in living ink that grows and changes like vines. The hallow channel beneficial energies, promote growth, speak with beasts, and keep nature's balance.

2 ELEMENTALIS (Elemental Magic)

Primal forces, elements, and weather. Dragon magic inscribed in burning runes and carved in stone. Practitioners control weather, create barriers of ice and fire, command gravity, and shape the basic elements of creation.

3 THAUMATURGY (Control Magic)

Physical laws, mechanisms, and force. The engineering magic of the Dwur, written in foundational runes that command reality. Practitioners control objects, manipulate energy, bind powers, and impose their will upon matter.

4 ILLUSIONE (Illusion Magic)

Perception, thought, and dreams. The subtle magic of the Belerions, woven from phantasmal scripts that deceive the senses. Illusionists create illusions, alter memories, influence minds, and bend perceived reality.

5 UMBRAKALLO (Shadow & Gateway Magic)

Shadows, thresholds, and dimensional paths. The secret magic of the Alu, written in darkness and void. Practitioners create Kalla gates, walk between shadows, craft dimensional spaces, and traverse the boundaries between realms.

6 NECROMANTIA (Death Magic)

Death, spirits, and decay. The forbidden magic of the Avathars, inscribed in blood and bone. Practitioners bind spirits, animate dead, drain life force, and manipulate the boundary between life and death.

MAGIC SPELLS

1. VITAE

1.1.1 Animal Friendship - Benevolent control **1.1.2** Balance Weave - Unite opposites **1.1.3** Beast Form - Friendly transformation **1.1.4** Beast Speech - Talk with animals **1.1.5** Beast Bond - Create long lasting bond **1.1.6** Divine Grace - Channel blessing

1.2.1 Healing Touch - Cure wounds **1.2.2** Joy Song - Lift spirits **1.2.3** Life Bloom - Encourage growth **1.2.4** Light Shield - Protect from evil **1.2.5** Pacify - Remove violence **1.2.6** Peace Aura - Calm violence

1.3.1 Snail Knight - Summon noble mount **1.3.2** Star Guide - Find true path **1.3.3** Sun Beam - Channel daylight **1.3.4** Thicket - Grow healthy plants **1.3.5** Truth Sight - See through lies **1.3.6** Ward - Create protective barrier

1.4.1 Cure Disease - Remove ailments **1.4.2** Forest Touch - Speak with plants **1.4.3** Growing Script - Living magical writing **1.4.4** Nature's Blessing - Enhance vitality **1.4.5** Purification - Remove toxins **1.4.6** Regeneration - Speed natural healing

1.5.1 Animal Bond - Form lasting connection **1.5.2** Heart Glyph - Inscribe emotions **1.5.3** Nature's Bounty - Create food/water **1.5.4** Pack Call - Summon animal allies **1.5.5** Vital Surge - Boost life force **1.5.6** Wild Empathy - Share animal feelings

1.6.1 Life Transfer - Share vital force **1.6.2** Nature's Rhythm - Align with cycles **1.6.3** Season's Call - Control growth cycle **1.6.4** Tranquil Heart - Create inner peace **1.6.5** Vital Harmony - Balance life forces **1.6.6** Perfect Unity - Complete balance

2. ELEMENTALIS

2.1.1 Control Weather - Command climate **2.1.2** Earth Shape - Mold stone **2.1.3** Earthquake - Shake ground **2.1.4** Elemental Wall - Create barrier **2.1.5** Fog Cloud - Create mist **2.1.6** Gravity Shift - Change gravity

2.2.1 Icy Touch - Spread ice **2.2.2** Increase Gravity - Triple weight **2.2.3** Liquid Air - Make air swimmable **2.2.4** Mist Form - Become vapor **2.2.5** Sculpt Elements - Shape materials **2.2.6** Storm Call - Summon thunder

2.3.1 Summon Cube - Control earth **2.3.2** Summon Idol - Create statue
2.3.3 Upwell - Create spring **2.3.4** Web Weave - Spin natural nets **2.3.5**
Whirlwind - Create vortex **2.3.6** Wind Walk - Float on breeze

2.4.1 Dragon's Breath - Channel flame **2.4.2** Heat Metal - Make objects
burning **2.4.3** Lightning Strike - Call electricity **2.4.4** Mountain's Strength -
Earth power **2.4.5** Rain Make - Create downpour **2.4.6** Stone Skin - Harden
flesh

2.5.1 Steam Form - Become vapor **2.5.2** Stone Tell - Read earth memories
2.5.3 Thunder Call - Create sonic boom **2.5.4** Tide Control - Command
waters **2.5.5** Water Breathing - Breathe liquid **2.5.6** Water Shape - Control
liquid

2.6.1 Crystal Growth - Form gems **2.6.2** Fire Shield - Protective flames **2.6.3**
Force Wall - Energy barrier **2.6.4** Ice Shield - Freezing protection **2.6.5**
Wind Shield - Air protection **2.6.6** Element Master - Complete control

3. THAUMATURGY

3.1.1 Adhere - Make sticky **3.1.2** Animate Object - Objects obey **3.1.3** Astral
Prison - Crystal stasis **3.1.4** Command - Force obedience **3.1.5** Elasticity -
Control form **3.1.6** Filch - Teleport items

3.2.1 Haste - Control speed **3.2.2** Hover - Control levitation **3.2.3** Invisible
Tether - Bind objects **3.2.4** Knock - Open locks **3.2.5** Leap - Control
jumping **3.2.6** Lock - Seal door

3.3.1 Magic Suppressor - Null magic **3.3.2** Sort - Organize items **3.3.3**
Spider Climb - Control climbing **3.3.4** Teleport - Move objects **3.3.5** Time
Slip - Control time **3.3.6** Unravel - Counter spells

3.4.1 Augment Object - Enhance item **3.4.2** Control Device - Command
mechanisms **3.4.3** Force Push - Directional power **3.4.4** Masterscript -
Write command runes **3.4.5** Shrink Item - Reduce size **3.4.6** Strengthen -
Reinforce material

3.5.1 Animate Tool - Give purpose **3.5.2** Density Control - Alter mass **3.5.3**
Mend - Repair objects **3.5.4** Object Memory - Read item history **3.5.5** Rune
Lock - Seal with power **3.5.6** Shape Material - Change form

3.6.1 Binding Circle - Contain force **3.6.2** Enhance Power - Boost magic
3.6.3 Magic Circle - Create workspace **3.6.4** Reality Anchor - Stabilize

space **3.6.5** Thaumaturgic Seal - Master rune **3.6.6** Perfect Control - Complete mastery

4. ILLUSIONE

4.1.1 Arcane Eye - Flying sensor **4.1.2** Auditory Illusion - Create sounds
4.1.3 Charm - Create friendship **4.1.4** Detect Magic - See magic **4.1.5**
Disguise - Alter appearance **4.1.6** Duplicate - Create copies

4.2.1 Greed - Create obsession **4.2.2** Hypnotize - Question trance **4.2.3**
Mind Maze - Trap thoughts **4.2.4** Mirror Image - Create duplicates **4.2.5**
Mirror Walk - Step through glass **4.2.6** Read Mind - Hear thoughts

4.3.1 Scry - Share vision **4.3.2** Spectacle - Create grand illusion **4.3.3**
Telepathy - Project thoughts **4.3.4** Vision - Personal illusion **4.3.5** Visual
Illusion - Static images **4.3.6** X-Ray Vision - See through matter

4.4.1 Blur - Distort appearance **4.4.2** Color Spray - Disorient with light **4.4.3**
Dream Message - Send sleeping visions **4.4.4** False Memory - Plant fake
memory **4.4.5** Invisibility - Become unseen **4.4.6** Phantom Sound - Distant
noise

4.5.1 Bewitch - Enchant mind **4.5.2** Emotional Aura - Project feeling **4.5.3**
Feign Death - Appear dead **4.5.4** Mass Suggestion - Group command **4.5.5**
Phantasmal Force - Moving illusion **4.5.6** Silent Image - Create scene

4.6.1 Dream Walking - Enter dreams **4.6.2** Major Image - Perfect illusion
4.6.3 Mind Shield - Protect thoughts **4.6.4** Programmed Illusion - Triggered
effect **4.6.5** True Seeing - Pierce deception **4.6.6** Perfect Illusion -
Undetectable fake

5. UMBRACALO

5.1.1 Befuddle - Shadow memories **5.1.2** Body Swap - Shadow exchange
5.1.3 Disassemble - Shadow-split form **5.1.4** Hatred - Dark emotion **5.1.5**
Ice Heart - Freeze with shadow **5.1.6** Masquerade - Shadow dance

5.2.1 Miniaturize - Shrink into shadows **5.2.2** Mind Shatter - Shadow
thoughts **5.2.3** Night Sphere - Create darkness **5.2.4** Nightmare Seed -
Dark dreams **5.2.5** Ooze Form - Shadow substance **5.2.6** Phantom Coach -
Shadow transport

5.3.1 Shadow Bind - Trap in darkness **5.3.2** Shadow Step - Travel through
dark **5.3.3** Shuffle - Shadow displacement **5.3.4** Smoke Form - Become

shadow **5.3.5** Twilight Veil - Walk between worlds **5.3.6** Void Gate - Open dark portal

5.4.1 Cloak of Shadows - Dark protection **5.4.2** Darksight - See in darkness
5.4.3 Dimension Door - Create portal **5.4.4** Kallascript - Write gate runes
5.4.5 Shadow Meld - Merge with darkness **5.4.6** Threshold Walk - Pass through doors

5.5.1 Dark Anchor - Fix dimensional point **5.5.2** Deep Shadow - Create pure darkness
5.5.3 Gate Sense - Detect portals **5.5.4** Plane Shift - Change reality
5.5.5 Shadow Clone - Create dark duplicate **5.5.6** Void Step - Brief teleport

5.6.1 Kalla Gate - Create pocket realm **5.6.2** Realm Weave - Connect spaces
5.6.3 Shadow Time - Pause in darkness **5.6.4** Space Fold - Bend dimensions
5.6.5 Void Shield - Dark protection **5.6.6** Perfect Shadow - Complete control

6. NECROMANTIA

6.1.1 Blood Curse - Sacrifice life **6.1.2** Blood Track - Follow wounds **6.1.3** Bone Puppet - Animate dead
6.1.4 Comprehend Dead - Dead languages **6.1.5** Death Touch - Wither life
6.1.6 Doom Mark - Mark for death

6.2.1 Fear Aura - Death terror **6.2.2** Ghost Bind - Trap spirits **6.2.3** Marble Madness - Death's toys
6.2.4 Pain Echo - Share suffering **6.2.5** Plague Wind - Spread death
6.2.6 Psychometry - Read death echoes

6.3.1 Raise Dead - Create undead **6.3.2** Sniff - Smell death **6.3.3** Soul Rend - Tear spirit
6.3.4 Speak with Dead - Question spirits **6.3.5** Truth Sense - Death's truth
6.3.6 Wizard Mark - Death runes

6.4.1 Animate Skeleton - Raise bones **6.4.2** Dark Blessing - Death's power
6.4.3 Drain Life - Steal vitality **6.4.4** Life Sense - Detect living **6.4.5** Spirit Form - Become ghostly
6.4.6 Vampiric Touch - Drain energy

6.5.1 Bone Shield - Skeletal armor **6.5.2** Command Undead - Control dead
6.5.3 Death Ward - Protect from necrotic **6.5.4** Grave Mist - Create death fog
6.5.5 Spirit Chains - Bind ghost **6.5.6** Undead Sight - See spirits

6.6.1 Black Sacrament - Death ritual **6.6.2** Corpse Explosion - Detonate dead
6.6.3 Death Gate - Portal to underworld **6.6.4** Mass Animation - Raise army
6.6.5 Soul Cage - Trap essence **6.6.6** Perfect Death - Ultimate end

MAGIC-USER NAMES

1.1 Karthax the Blood Drinker (spsp) **1.2** Zorkath the Shadow Walker (sp) **1.3** Morthul the Death Speaker (sp) **1.4** Vexmar the Soul Thief (sp) **1.5** Thaxus the Pain Weaver (sp) **1.6** Pyrax walks twilight paths (spsw)

2.1 Nexil binds dark spirits (sp) **2.2** Brythor calls storms **2.3** Crixus walks dreams **2.4** Dalmor speaks to beasts **2.5** Exior masters winds **2.6** Fylax brings dawn's light (sw)

3.1 Vulth weaves cruel fates (sp) **3.2** Ophix spreads plagues **3.3** Qhull breaks minds **3.4** Rhexis binds souls **3.5** Syphon steals life **3.6** Thexil sings healing songs (sw)

4.1 Kraz harvests shadows (sp) **4.2** Haxus dances with moon **4.3** Ixian walks clouds **4.4** Jaxil weaves songs **4.5** Kemmor calls waves **4.6** Lyrix speaks dawn's truth (sw)

5.1 Raxos drinks life force (sp) **5.2** Ozmand shapes time **5.3** Phalax bends elements **5.4** Quilix creates gates **5.5** Sypher steals forms **5.6** Thoth guards sacred lore (sw)

6.1 Melvorn balances light and shadow (swsp) **6.2** Urbax channels sunlight (sw) **6.3** Vexil weaves life force (sw) **6.4** Wraith sings stars' songs (sw) **6.5** Xandor blesses skies (sw) **6.6** Yzmil channels divine light (swsw)

MAGIC SCHOOL SPECIALIZATIONS

1. VITAE

1.1 Vitascription - Writing in living inks that grow and change (spsp) **1.2** Naturamancy - Channeling nature's essence (sp) **1.3** Beastcalling - Communication with animals (sp) **1.4** Healing - Restoration of life and health (sp) **1.5** Growth - Enhancement of natural forces (sp) **1.6** Harmony - Balance of life energies (spsw)

2. ELEMENTALIS

2.1 Pyromancy - Mastery of fire (spsp) **2.2** Geomancy - Control of earth and stone **2.3** Runecraft - Inscription of elemental power **2.4** Aeromancy - Command of winds and storms **2.5** Hydromancy - Manipulation of water **2.6** Crystalmancy - Focusing through gems (sw)

3. THAUMATURGY

3.1 Binding - Forces of constraint (spsp) **3.2** Mechanica - Machine and device control **3.3** Masterscript - Command runes of power **3.4** Kinetics - Movement and force control **3.5** Artifice - Object manipulation **3.6** Augmentation - Enhancement of form (sw)

4. ILLUSIONE

4.1 Phantasm - Creating false realities (spsp) **4.2** Glamour - Beauty and attraction **4.3** Mindweaving - Thought manipulation **4.4** Dreamwalking - Entering dreams **4.5** Phantomscrip - Ghost-written illusions **4.6** Perceptions - Sensory manipulation (sw)

5. UMBRAKALLO

5.1 Shadowmancy - Control of pure darkness (spsp) **5.2** Kallacraft - Creation of dimensional spaces **5.3** Glyphcraft - Hidden symbol magic **5.4** Planeswalking - Travel between realms **5.5** Voidcalling - Manipulation of dimensional void **5.6** Thresholdcraft - Mastery of magical doorways (sw)

6. NECROMANTIA

6.1 Mortimancy - Death force control (spsp) **6.2** Bloodcraft - Vital essence manipulation **6.3** Bonecraft - Skeletal animation **6.4** Deathscript - Writing with vital force **6.5** Soulbinding - Spirit imprisonment **6.6** Ghostcalling - Spectral communication (sw)

The Dragon Isles

MOONS OF THE DRAGON ISLES

1.1 New Moon - Dark Lunara invites Hyakki's lurking (sp) **1.2** Waxing Crescent - Hyakki watches Lunara's return (sp) **1.3** First Quarter - Hyakki stirs as Lunara brightens (sp) **1.4** Waxing Gibbous - Lunara grows, Hyakki waits (sp) **1.5** Full Moon - Hyakki's werewolves and dark unicorns prowl (sp) **1.6** Huntsmoon - Hyakki bites into Lunara (sp, sw)

2.1 Waning Gibbous - Hyakki's influence grows stronger (sp) **2.2** Third Quarter - Hyakki gains as Lunara wanes **2.3** Waning Crescent - Lunara dims, Hyakki waxes **2.4** Hawkmoon - Lunara's sacred beasts appear **2.5** Hunter's Eye - Hyakki's crescent shadow forms **2.6** Horned Moon - Hyakki's shadow marks Lunara

3.1 New Moon - Sisters hide, stars shine bright (sp) **3.2** Waxing Crescent - Lunara grows as Hyakki fades **3.3** First Quarter - The sisters reach balance **3.4** Waxing Gibbous - Lunara's power increases **3.5** Full Moon - Lunara shines at peak strength **3.6** Hawkmoon - Owl and unicorn gather (sw)

4.1 Waning Gibbous - Dolphins breach at dawn (sp) **4.2** Third Quarter - Hawks soar in moonlight **4.3** Waning Crescent - Wild Hunt approaches **4.4** Huntsmoon - Dark beasts gather **4.5** Nocturne - Hyakki blocks sun and sister **4.6** Hawkmoon - Sacred beasts protect (sw)

5.1 Full Moon - Dark creatures hunt (sp) **5.2** Huntsmoon - Wild Hunt rides forth **5.3** Hunter's Eye - Night sight granted **5.4** Horned Moon - Dark beasts gain power **5.5** Nocturne - Complete darkness reigns **5.6** Hawkmoon - Sacred beasts patrol (sw)

6.1 Huntsmoon - Hunter's Eye emerges (sp, sw) **6.2** Huntsmoon - Horns manifest (sw) **6.3** Hawkmoon - Sacred beasts convene (sw) **6.4** Hawkmoon - Full moon blesses (sw) **6.5** Blood Huntsmoon - Dark eclipse begins (sw) **6.6** Silvermoon - Lunara eclipses her dark sister (sw)

Appendix

D66 POSITION DESIGNATIONS

Row 1 1.1 (spsp) 1.2 (sp) 1.3 (sp) 1.4 (sp) 1.5 (sp) 1.6 (spsw)

Row 2 2.1 (sp) 2.6 (sw)

Row 3 3.1 (sp) 3.6 (sw)

Row 4 4.1 (sp) 4.6 (sw)

Row 5 5.1 (sp) 5.6 (sw)

Row 6 6.1 (swsp) 6.2 (sw) 6.3 (sw) 6.4 (sw) 6.5 (sw) 6.6 (swsw)

Key Rules:

- All 1.x and x.1 are spicy (sp)
- All 6.x and x.6 are sweet (sw)
- All 1.6 and 6.1 are sweet and spicy (swsp)
- 1.1 is double spicy (spsp)
- 6.6 is double sweet (spsw)

The Oracle

The Oracle can answer yes/no questions, and Insight determines which approach will be most advantageous.

Ask a question and roll 2d6: if the total is 8 or higher the answer is "Yes", otherwise "No".

Phrase the question for yes/no:

- "I wonder if you can determine if the sword is magical?"
- "I wonder if your spear hits the monster?"
- "I wonder if you parry the sword with your shield?"

The Oracle knows how to play 20 questions.

If any die is 1 then the answer is more "spicy". If any die is 6 the answer is more "sweet". Combinations are possible.

Insight

Roll d6 for Insight every turn:

1. TRAIT
2. ASSET
3. ITEM
4. NAME
5. ASSIST
6. EFFORT

Insight is the most advantageous approach to take this turn. Players who use Insight gain Advantage, rolling an extra die and discarding one.

TRAIT requires the player to use a helpful Trait, for example "strong" helps with physical action.

ASSET requires a specific helpful Asset along with the item, while ITEM can be any helpful item.

NAME requires a similar Name, so Story, Song, Named Item, or character title like "dragon slayer" would be appropriate when facing a dragon.

ASSIST requires an Action to "set up / assist" the current task. A "parry" could help to defend.

EFFORT requires exertion, which is not possible while carrying Baggage