



# Wandyr

Inspiration Tables



## **Wåndyr, an Adventure Game**

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# Introduction

Game masters can use these “inspiration tables” to run any game.

## About Wåndyr

In Wåndyr, 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 predetermined story, 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.

## The Oracle

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

## Inspiration Tables

When a more detailed answer is needed, such as a list of three rumors or the weather for the day, the Guide rolls on the **Inspiration Tables**. The tables are better for generating details not answered by yes/no such as a starting location, rumors, names of spells, the weather, and more.

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# Starting a Game

# GRITTY STARTING LOCATIONS

**1.1** A seedy tavern beneath gallows hill (spsp) **1.2** Dark alley in the thieves' quarter (sp) **1.3** Abandoned mine with fresh tracks (sp) **1.4** Harbor warehouse at midnight (sp) **1.5** Underground fighting pit (sp) **1.6** Mercenary camp turns city guard (spsw)

**2.1** Hidden smugglers' cave (sp) **2.2** Crowded marketplace stalls **2.3** Creaking dockside pier **2.4** Busy crossroads inn **2.5** Local stonecutter's yard **2.6** Traveling merchant's wagon (sw)

**3.1** (Cursed) graveyard at dusk (sp) **3.2** Empty temple ruins **3.3** Abandoned guard tower **3.4** Old battlefield **3.5** Decaying manor house **3.6** Forest ranger's outpost (sw)

**4.1** Den of thieves in ruins (sp) **4.2** Fisherman's wharf **4.3** Noisy blacksmith shop **4.4** Travelers' waystation **4.5** Village marketplace **4.6** Herb gatherer's cottage (sw)

**5.1** Prison cart on dark road (sp) **5.2** Rat-infested sewers **5.3** Crumbling city wall **5.4** Muddy refugee camp **5.5** Plague doctor's house **5.6** Wandering healer's tent (sw)

**6.1** Criminal hideout helps townsfolk (swsp) **6.2** Local militia barracks (sw) **6.3** Temple healing house (sw) **6.4** Town watch station (sw) **6.5** Peaceful monastery (sw) **6.6** Sacred shrine of refuge (swsw)

# WEIRD STARTING LOCATIONS

**1.1** Crystal tower drinking moonlight (spsp) **1.2** Shadow market between worlds (sp) **1.3** Bone city in endless desert (sp) **1.4** Living forest of iron trees (sp) **1.5** Upside-down ruins floating (sp) **1.6** Time-lost tower shows two worlds (spsw)

**2.1** Ghost ship in mist sea (sp) **2.2** Rainbow bridge crossing void **2.3** Star-road through cosmos **2.4** Cloud giant's floating market **2.5** Mirror maze reflecting dreams **2.6** Butterfly palace of light (sw)

**3.1** Witch's hut on demon legs (sp) **3.2** Dream market in sleep **3.3** Memory pool's edge **3.4** Wind spirits' dancing ground **3.5** Moon-touched standing stones **3.6** Golden tree of wishes (sw)

**4.1** Blood forest hungry for life (sp) **4.2** Crystal caves singing time **4.3** Storm giant's cloud castle **4.4** Dragon's pearl garden **4.5** Star whale's dream pool **4.6** Dawn temple of hope (sw)

**5.1** Nightmare carnival grounds (sp) **5.2** Time-twisted ruins **5.3** Living library of souls **5.4** Rainbow serpent's coils **5.5** Mist children's playground **5.6** Sacred grove of healing (sw)

**6.1** Dark market selling bright dreams (swsp) **6.2** Celestial garden blooming stars (sw) **6.3** Phoenix nest in sunbeams (sw) **6.4** Unicorn's blessed grove (sw) **6.5** Angel's rainbow bridge (sw) **6.6** Temple of eternal dawn (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.

# 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)



# People

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

# 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 (rustied 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)

# Treasure Hunting

# 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)

# 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)

# MAGIC SWORDS

**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 Items



# MINOR MAGIC ITEMS

**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** Barkeeper's 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)

# MAGIC SWORDS

**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** Blooddriker - "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)

# Magic-Users

## MAGIC SCHOOLS

**1.1** Hemomancy - blood sacrifice power (spsp) **1.2** Umbramancy - shadow manipulation (sp) **1.3** Necromancy - death magic (sp) **1.4** Voidomancy - nothingness mastery (sp) **1.5** Algomancy - pain wielding (sp) **1.6** Twilight magic - shadow and light (spsw)

**2.1** Dark binding - spirit trapping (sp) **2.2** Tempestomancy - storm calling **2.3** Oneiromancy - dream walking **2.4** Bestiaromancy - beast speaking **2.5** Aeromancy - wind mastery **2.6** Geomancy - earth blessing (sw)

**3.1** Maleficium - curse weaving (sp) **3.2** Runecarving - sigil magic **3.3** Mentalism - mind shaping **3.4** Spiritomancy - ghost binding **3.5** Fatamancy - doom weaving **3.6** Carmomancy - song blessing (sw)

**4.1** Tenebromancy - darkness wielding (sp) **4.2** Hydromancy - water shaping **4.3** Crystalomancy - gem magic **4.4** Floramancy - plant growth **4.5** Metamancy - change magic **4.6** Auroramancy - dawn blessing (sw)

**5.1** Soul magic - essence stealing (sp) **5.2** Chronomancy - time magic **5.3** Elementalism - force control **5.4** Illusion - reality bending **5.5** Portal magic - gate creation **5.6** Starmancy - celestial blessing (sw)

**6.1** Twilight magic merges dark and light (swsp) **6.2** Heliomancy - sun wielding (sw) **6.3** Vitaturgy - life weaving (sw) **6.4** Lumimancy - pure light (sw) **6.5** Caelomancy - sky blessing (sw) **6.6** Theurgy - divine channeling (swsw)

# 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** Yznil channels divine light (swsw)

# SPELLS

**1.1** blood curse - sacrifice life for power (spsp) **1.2** shadow bind - trap target in darkness (sp) **1.3** soul rend - tear spirit from flesh (sp) **1.4** mind shatter - break target's thoughts (sp) **1.5** death touch - wither living things (sp) **1.6** twilight veil - walk between light and dark (spsw)

**2.1** bone puppet - animate dead flesh (sp) **2.2** storm call - summon thunder **2.3** beast speech - talk with animals **2.4** earth shape - mold stone **2.5** wind walk - float on breeze **2.6** healing touch - cure wounds (sw)

**3.1** plague wind - spread disease (sp) **3.2** ghost bind - trap spirits **3.3** fear aura - cause terror **3.4** void gate - open dark portal **3.5** pain echo - share suffering **3.6** star guide - find true path (sw)

**4.1** nightmare seed - plant dark dreams (sp) **4.2** time slip - step through moments **4.3** mist form - become vapor **4.4** mirror walk - step through glass **4.5** web weave - spin magical nets **4.6** truth sight - see through lies (sw)

**5.1** doom mark - seal dark fate (sp) **5.2** ice heart - freeze emotions **5.3** blood track - follow wounds **5.4** mind maze - trap thoughts **5.5** shadow step - travel through dark **5.6** light shield - protect from evil (sw)

**6.1** balance weave - unite dark and light (swsp) **6.2** sun beam - channel daylight (sw) **6.3** life bloom - encourage growth (sw) **6.4** peace aura - calm violence (sw) **6.5** joy song - lift spirits (sw) **6.6** divine grace - channel pure blessing (swsw)

# Worldbuilding

# FANTASY WORLD GENERATOR

# 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)

# 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 (swsw)

# Wandyr Insight

Roll d6 Insight every turn. Insight is the most advantageous approach to take this turn. Players who use Insight gain Advantage.

## 1 Trait

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

## 2 Asset

ASSET requires a specific helpful Asset along with the item

## 3 Item

ITEM can be any helpful item.

## 4 Name

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

## 5 Assist

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

## 6 Effort

EFFORT requires exertion, which is not possible while carrying Baggage.