



THE PROPHECIES OF THE PROFESSOR DUDLEY

6 EXTRA PROPHECIES FOR ANY TTRPG

D6 PROPHECIES OF THE PROFESSOR DUDLEY

The legendary Beremis High School of Magic's Professor Dudley Proose speaking.

This book is for you, occultist and master of destiny, if you want to write exciting tales that will attract your brave explorers. You are free to look at, use, and even participate in these forecasts as you see fit throughout gameplay.

Let luck take its course by tossing your favorite D6 dice, complete with a hundred-sided die. The number you roll will indicate which forecast you should investigate further.

After choosing your pick, I suggest telling the prophecy to your team of explorers in your most intriguing and enticing voice. See the look of wonder and curiosity on your players' faces as you embrace the significance of each and every word and phrase.

These prophecies have been selected from the Beremisian collection for the potential magical depth they might provide to your campaigns, as well as for their lore worth. Beyond the realm of simple prediction, they open up doors to unknown worlds, mysterious experiences, and exciting discoveries.

This extra addon has been made especially for special characters to get more involved in these prophecies. Whether you have a bard or a ranger or any kind of character in your group, it will be a huge help for you to start and solve the mysteries around these prophecies. Don't want to join a quest? Simply enjoy a good story at the tavern!

So, to all the game masters out there, I wish the dice always fall in your favor and that your adventures are rich in mystery and magic.

D6 TABLE

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1 THE LOST VALLEY

The lost valley is located in a world obscured by the fog of time, and it is here where the reverberations of previous actions and the unfolding of future fates meet. Here, the murmurs of the ancients warn of a day when the sky would darken, and the stars will cover their faces in terror.

Not from royal blood, but from the heart of the people, a hero shall arise. They start their trip at a place where hope and despair meet, guarded by sculptures whose eyes have long since been covered. The hero's journey is littered with enigmas and riddles written in a language that can only be deciphered by a select few.

The goal of this excursion is to unearth a mysterious and powerful relic that has been concealed for a very long time. The item, forgotten over the ages, sleeps, waiting to be awakened by the hands of a brave and deserving individual. The one who awakens it will either usher in a new era or plunge the world into darkness.

The Valley itself is mysterious, since it was once a site of incredible enchantment but is now a monument to the idiocy of arrogance. The hero must travel through the labyrinth of forgotten memories, where each step made is a stride through the annals of time. They will meet both good and evil creatures, each of whom will test their mettle, wit, and spirit.

2 THE FROZEN WASTELANDS

The frozen Wastelands are a realm of endless winter and unfathomable mysteries, located far to the north, where the sun dares not remain long and the snow whispers secrets to those who dare listen. Here, the prophecy predicts that the ice will cry and the frost will sigh, signaling the end of a long sleep.

Through the midst of the snowstorm, where the wind carries the echoes of a forgotten curse, a traveler, shrouded in shadows from their past, will make their way. The Frozen Wastes are the key to understanding a disaster that has occurred before and might happen again; they were formerly inhabited by a civilization that has been buried by the ice.

The traveler, led by the northern lights—an ethereal ballet of hues unknown elsewhere—will find the remnants of a city entombed in ice. The departed cling to their last recollections here, hoping to be freed or redeemed. As they travel, the wanderer learns and grows as they uncover the story of a once-great nation and its long-lost mysteries.

The Crystal of Eternal Winter, a jewel of unfathomable power and beauty, is claimed to govern

the very essence of winter, and it is said to be located in the very center of the frozen metropolis. It is thought that the Crystal's power may either end the perpetual winter or plunge the planet into a cold from which it may never awaken, therefore the traveler must traverse the hazardous roads and challenges that preserve this treasure.

The winter elements of ice, snow, frost, and the northern wind are each in the hands of one of four guardians mentioned in the prophecy. These ghostly entities, neither living nor dead, provide challenges to the traveler's fortitude, intelligence, and strength. Every watcher has a test for the traveler to complete—a natural puzzle that must be deciphered before the traveler may go on.

The traveler will find relics of the vanished civilization as they explore further into the frozen wasteland secrets. Entombed souls who relive their deaths might reveal information about the past and hint to the future. These ghostly echoes hint of a cataclysmic tragedy, a cosmic event that brought about the unending winter.

The way of the nomad may seem lonely, yet they have company. Wasteland spirits are rooted to the ground and provide help in more covert ways. Carved into the ice are ancient runes that lead to hidden corridors and rooms, leading the explorer ever closer to the center of the frozen enigma.

The crystal of eternal winter must be faced by the traveler at the end of the voyage, while the northern lights dance overhead. The choice to harness its power or to destroy it will have far-reaching effects. The Frozen Wastes and the world beyond are on the brink of change as the prophecy's reverberations approach their peak.

Isolation, exploration, and the raw force of nature all play major roles in the events of *The Lament of the Frozen Wastelands*. You'll feel both cold and warm as you read this tale of a wanderer whose trip becomes a monument to the power of the human spirit and the unyielding pursuit of truth.

3 THE SONG OF THE ENDLESS DESERT

deep within the immense, unforgiving expanse of the desert, where the grains of sand hum beneath the relentless sun, lies a prophecy carved into the dunes. it foretells a time when the deepest secret of the desert, long buried under the sands of time, will be unveiled.

a desert-born nomad, in tune with the murmurs of the sand and the stars overhead, sets out on an odyssey to unearth this ancient enigma. guided by the celestial bodies and navigating through ever-changing dunes, the nomad's quest leads to the desert's core, a cradle of myths and forgotten tales.

at this sanctuary lies the Pool of Visions, a revered water source revealing snatches of history, the present, and potential futures.

the nomad faces a trial of resilience and vigor, confronting the ruthless elements of the desert. each challenge - be it sandstorms, illusions, or desert beings - serves as a testament to survival and the enigmas of the sandy realm.

the Oasis of Eternity, shrouded in enchantment and history, is protected by the desert spirits. these entities, embodying the essence of the desert, pose trials for the nomad, examining their bravery, resolve, and grasp of the ancient desert lore.

along their path, the nomad comes across remnants of bygone travelers and ruins, each a fragment of the desert's long history. these historical vestiges are keys to traversing the unpredictable sands and discovering the route to the Oasis.

as the journey reaches its zenith, with the desert sky aflame at sunset, the nomad stands before the Pool of Visions. peering into its depths is a consequential choice, as foresight can be either a boon or a bane.

if you are prepared to embark on this voyage, it's a spiritual test, calling the valiant to unearth the hidden mysteries beneath the vast desert. who will heed the call of the infinite desert's melody?

4 THE RETURN OF THE STONE GIANTS

In the ancient lands, where mountains touch the heavens and the earth holds deep secrets, a prophecy carved in stone speaks of the return of the Stone Giants. These mythical beings, as old as the earth itself, shall awaken from their slumber in the heart of the world.

A chosen one, connected to the earth through an unbreakable bond, will be called upon to face this awakening. Their journey will take them through forgotten valleys and hidden caves, where the secrets of the earth are whispered in the darkness.

This relic, held in the deepest chamber of the Stone Giants' domain, has the power to either calm the titanic forces or unleash them upon the world.

The chosen one's path will be fraught with challenges, as the land itself will test their resolve. Earthquakes, landslides, and creatures of stone and earth will stand in their way, each a guardian of the Heartstone's ancient power.

The Stone Giants, beings of immense strength and wisdom, hold the key to understanding the balance of the natural world. The chosen one must learn from them, understanding their role in the world's harmony and the consequences of their awakening.

Throughout this journey, the chosen one will encounter tribes and creatures that revere the Stone Giants, each offering their own insights and assistance. These encounters will shed light on the history of the land and the deep connection between all its inhabitants.

In the climax of their quest, as the earth trembles with the might of the awakening giants, the chosen one will stand before the Heartstone. The decision to harness or relinquish its power will determine the fate of the land and all who dwell within it.

The Return of the Stone Giants invites the brave to delve into the heart of the world and face the ancient forces that lie dormant beneath their feet.

5 THE LOST CITY

In a forgotten corner of the world, hidden by veils of myths and mists, lies the Lost City, a place where history and legend converge. The prophecy tells of a time when the city's ancient Symphony, a melody that binds the city's essence, will cease, risking its very existence.

A bard, whose soul resonates with the music of the world, will be called to restore the Symphony. Their journey will take them through lands where music shapes reality, and melodies hold the power of creation and destruction.

The prophecy speaks of the Harmonic Crystals, scattered across the realm, each resonating with a unique aspect of the Lost City's Symphony. To restore the melody, the bard must gather these crystals, hidden in places where music and emotion intertwine.

The bard's path is a harmonious blend of adventure and melody. They must listen to the whispers of the wind, the songs of the rivers, and the harmonies of the forest to uncover the locations of the Crystals.

The Lost City, a place of breathtaking beauty and ancient architecture, is alive with the echoes of its Symphony. The bard must navigate through its melody-infused streets, unraveling musical riddles and confronting dissonant entities.

Throughout their quest, the bard will encounter other musicians and creatures of song, each offering pieces of the Symphony's history and keys to its restoration. These encounters will challenge the bard's understanding of music's true power.

In the crescendo of their journey, as the last Crystal is set in place, the bard will conduct the Symphony. The choice of how to weave the Crystals' melodies together will determine the fate of the Lost City and the power of music in the world.

6 THE WHISPERING FOREST

A prophecy is woven into the very leaves and branches deep inside the Whispering Forest, where the trees talk in soft tones and shadows dance with the breeze. There will come a moment when the forest will be so silent that it will threaten to lose all of its history.

To solve this puzzle, we will need to call upon a ranger who is fluent in the forest's language and who has been entrusted with its secrets. As they make their way through the forest, they'll pass beneath canopies that hold ancient stories and across streams that sing melodies long since forgotten.

The Heart of the Forest is a holy grove where the spirit of the forest is at its strongest, according to the prophecy. Hidden inside this grove lies the Seed of Echoes, a mysterious seed that bears the potential to restore or further quiet the forest's voice.

The ranger's journey is one of harmony and comprehension as they learn to read nature's subtle signs. They'll come across friendly and hostile species, each an integral element of the forest's fragile ecology and custodian of its unique history and legend.

The Whispering Forest, with its old trees and secluded glades, is a land of enchantment and mystery. The ranger's job is to make their way through the forest, listening to the tales it tells as they track, forage, and stay alive.

Spirits of the forest, ethereal beings that are the very essence of nature, will accompany the ranger and his companions throughout their quest. These interactions will provide light on the forest's condition and the ways in which it may be helped or hurt.

PROFESSOR DUDLEY PROOSE'S THANKFUL PAGE

DEAR STUDENTS AND ESTEEMED SUPPORTERS,

As we gather today in the hallowed halls of our beloved academy, I, Professor Dudley Proose, wish to extend my deepest gratitude to each of you. Your unwavering support and dedication to the magical arts have been the cornerstone of our shared journey into the mystical realms.

Your contributions, both big and small, have been like precious spells that add strength and vitality to our magical community. Each act of support is a testament to your belief in the power and importance of our magical studies.

Remember, as budding wizards and scholars of the arcane, the magic we seek to understand and master is not just found in ancient tomes or distant stars. It's also in the kindness, camaraderie, and shared purpose we find in each other.

Thank you for being part of this enchanting journey. Together, we shall continue to unravel the mysteries of the universe and uphold the legacy of our magical heritage.

With warmest regards and appreciation,

— Professor Dudley Proose

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S U P P O R T E D P R O J E C T



THE PROPHECIES OF THE PROFESSOR DUDLEY

Each of the mysterious and deep visions in “The Prophecies of Professor Dudley” holds the key to a new and exciting journey. Crafted by the intriguing and wise Professor Dudley, a study of the occult and the hidden, these predictions span the width of imagination, enticing explorers and dreamers alike to travels beyond the ordinary.

Look within the pages, where time dances intricacy and the elements utter their secrets. Each prophesy is a tapestry of possibilities, a map to adventures that test your intellect, soul, and determination, from the bottom of the ocean to the stars that embroider the night sky.

Explore landscapes resonating with the music of vanished civilizations, where time marches forward inexorably, and where trees mutter old wisdom. More than just forecasts, Professor Dudley’s words are invitations to realms rich in enchantment, mystery, and the possibility for great stories.

