

HOW TO USE:



The **World Oracle** is a deck of tarot cards that can be drawn and placed to reveal an abstract world for your solo gaming sessions, or for Game Master campaign preparation.

Simply draw and place cards next to one another, and allow the colours, symbols, roadways, words and unique connections of the oracle to bring concepts and quests to mind.

You may wish to place a token, chess piece, coin or die onto the cards to represent your current location. You can also use the 'Oracle Tool' cards to enhance your solo gaming experience whilst travelling across the conceptual world that is revealed before you...



ORACLE TOOLS



D4 Directions: D8:

1. Ahead of You
2. Behind You
3. To the Left
4. To the Right



D4 Traversal:

1. On Foot / Hike
2. Horse / Mount
3. Boat / Swim
4. Climb / Flight

D4 Terrain:

1. Flat / Easy
2. Hilly / Medium
3. Steep / Tiring
4. Dangerous!



D4, D6, D8 or D10 Rations:

Purchase D4 or more rations and use die as movement counter. Each time you travel (move), turn the die 'minus one' to represent depleting rations. When die reaches 'one' you begin to starve until rations are replenished by hunting or visiting a store.

CAMPSITE



D10 Nearby Shelter:

1. None
2. Sparse Trees
3. Tree Hollow
4. Boulder
5. Cliff Overhang
6. Crevice
7. Small Cave
8. Cavern
9. Abandoned Hut
10. Ruins

D4 Tent Type:

1. Bivouac
2. Lean-to
3. Small Tent
4. Large Tent

D4 Sleep:

1. Nightmares
2. Restless
3. Light Sleep
4. Deep Sleep

D4 Fuel:

1. Damp Sticks
2. Damp Logs
3. Dry Sticks
4. Dry Logs

D6 Encounter:

1. Animal Attacks
2. Monster Attacks
3. Bandits Attack
4. Stranger Visits

QUESTIONS



Traveling on the Road:

1. Are there any signposts? Yes / No
2. Is the road ahead blocked? Yes / No
3. Can you see any buildings? Yes / No
4. Is this road guarded? Yes / No

Traveling in the Wild:

1. Have you become lost? Yes / No
2. Is there a track or trail? Yes / No
3. Are there signs of monsters? Yes / No
4. Is anyone else nearby? Yes / No

Traveling in the City:

1. Are you being followed? Yes / No
2. Is the area crowded? Yes / No
3. Do soldiers patrol here? Yes / No
4. Is there a dark alley nearby? Yes / No

ORACLE TOOLS

D10 Weather:

- | | |
|----------------|---------------|
| 1. Clear Skies | 6. Heatwave |
| 2. Drizzle | 7. Storm |
| 3. Heavy Rain | 8. High Winds |
| 4. Light Snow | 9. Thick Mist |
| 5. Blizzard | 10. Overcast |

D4 Road Danger:

- | | |
|-------------------|-------------------|
| 1. Peaceful / Low | 3. Tense / Risky |
| 2. Passive / Wary | 4. Hostile / High |

D4 Road Type:

- | | |
|-----------------|-----------------|
| 1. Muddy Trail | 3. Cobblestone |
| 2. Packed Earth | 4. Paved Street |

D12 Time of Day:

- | | |
|--------------------|-------------------|
| 1. Early Hours | 7. Late Afternoon |
| 2. Dawn | 8. Early Evening |
| 3. Early Morning | 9. Dusk |
| 4. Late Morning | 10. Late Evening |
| 5. Noon | 11. Night |
| 6. Early Afternoon | 12. Midnight |

ICONOGRAPHY



Card Number & Colour:
For easier quest tracking.



Prompt Words:
Arrows show order of word prompt connections.

Main Location:
The prominent point of the card's mapped area.



Main resources, common items and picture prompts for the mapped location.



Quest Icon Prompts:
↓ Quest Log example
[RED 3A / BLUE 2]



Smaller Man-made & Natural Landmarks within the card's mapped area.



Skull: Lower population, unguarded, or dangerous.
Helm: Higher population, guarded, or a safer area.

QUESTIONS

Man-made Landmark:

- | | |
|--------------------------------|----------|
| 1. Is this landmark a ruin? | Yes / No |
| 2. Is this landmark inhabited? | Yes / No |
| 3. Do you know of this place? | Yes / No |
| 4. Is this landmark dangerous? | Yes / No |

Natural Landmark:

- | | |
|------------------------------|----------|
| 1. Is the landmark remote? | Yes / No |
| 2. Is this landmark famous? | Yes / No |
| 3. Does it have an entrance? | Yes / No |
| 4. Do monsters dwell here? | Yes / No |

Prominent Location:

- | | |
|---------------------------------|----------|
| 1. Is the location abandoned? | Yes / No |
| 2. Is the location dangerous? | Yes / No |
| 3. Can knowledge be found here? | Yes / No |
| 4. Can treasure be found here? | Yes / No |

CAMPSITE

D10 Nearby Resource:

- | | |
|-------------------|-------------|
| 1. None | 6. Minerals |
| 2. Fresh Water | 7. Firewood |
| 3. Herbs | 8. Berries |
| 4. Mushrooms | 9. Eggs |
| 5. Small Wildlife | 10. Honey |

D4 Night Sky:

- | | |
|-------------------|------------------|
| 1. Constellations | 3. Comet |
| 2. Moon / Moons | 4. Flying Shadow |

D4 Camp Position:

- | | |
|---------------|---------------|
| 1. Vulnerable | 3. Defensible |
| 2. Covered | 4. Fortified |

D5 Camp Floor:

- | | |
|---------------|-------------------|
| 1. Sodden | 3. Uneven & Rough |
| 2. Dry & Hard | 4. Soft & Flat |

D4 Camp Items:

- | | |
|------------------|-----------------|
| 1. Flint & Steel | 3. Bedroll |
| 2. Water Flask | 4. Hunting Trap |

DIALOGUE

Ask for Information:

1. The NPC aggressively refuses.
2. The NPC says they do not know.
3. The NPC fearfully offers information.
4. The NPC is happy to help you.

Greet an NPC:

1. The NPC is angered by your presence.
2. The NPC simply ignores you.
3. The NPC begrudgingly greets you.
4. The NPC is friendly and greets you.

Intimidate NPC:

1. The NPC becomes aggressive.
2. The NPC laughs at your threats.
3. The NPC becomes visibly nervous.
4. The NPC is terrified by your threats.



BARKEEP

1



A

NOTICEBOARD

TAVERN

RAIN-SOAKED

B



DRUNKEN



FOOL

2



SCULPTOR

3



STAGE



A



A

STAGE

CIRCUS

PAINTED

PLINTH

STATUE

CRUMBLING

B



B



ENTERTAINING



HEARTLESS





An NPC Approaches:

1. The NPC begins to threaten you.
2. The NPC questions why you are here.
3. The NPC needs help with a small task.
4. The NPC asks to hire you for a quest.

You Overhear an NPC:

1. The NPC is angrily talking about you.
2. The NPC talks of nearby danger.
3. The NPC whispers about hidden loot.
4. The NPC shouts of a dark prophecy.

An NPC Entertains:

1. A Bard sings and plays an instrument.
2. A Jester juggles whilst telling a story.
3. A Poet spouts old and fanciful lore.
4. A Guardsman orates a tale of crime.































































