HOW TO USE:



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...

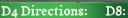








ORACLE TOOLS



- 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
- ant
- 4. Climb / Flight

D4 Terrain:

- 1. Flat / Easy
- 3. Steep / Tiring
- 2. Hilly / Medium
- 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



Dio Nearby Shelter:

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

D4 Tent Type:

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

D4 Sleep:

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

D4 Fuel:

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

D6 Encounter:

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

QUESTIONS

Traveling on the Road:

1. Are there any signposts?2. Is the road ahead blocked?	Yes / No Yes / No

- 4. Is this road guarded?
- Yes / No

Traveling in the Wild:

1. Have you become lost?2. Is there a track or trail?	Yes / No Yes / No
A Is anyone else nearby?	Vec / 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

Dio Weather:

- I. Clear Skies
- 2. Drizzle
- 3. Heavy Rain
- 4. Light Snow
- 5. Blizzard

D4 Road Danger:

- 1. Peaceful / Low
- 2. Passive / Wary
- D4 Road Type:
- 1. Muddy Trail
- 2. Packed Earth
- D12 Time of Day:
- 1. Early Hours
- 2. Dawn
- 3. Early Morning
- 4. Late Morning
- 5. Noon
- 6. Early Afternoon

- 6. Heatwave
- 7. Storm
- 8. High Winds
- 9. Thick Mist
- 10. Overcast
- 3. Tense / Risky
- 4. Hostile / High
- 3. Cobblestone
- 4. Paved Street
- 7. Late Afternoon
- 8. Early Evening
- 9. Dusk
- 10. Late Evening
- 11. Night
- 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



Natural Landmark:

1. Is the landmark remote?

2. Is this landmark famous?

3. Does it have an entrance?

4. Do monsters dwell here?

Prominent Location:

1. Is this landmark a ruin?

Yes / No

2. Is this landmark inhabited?

Yes / No

3. Do you know of this place? 4. Is this landmark dangerous?

Yes / No Yes / No

Yes / No

Yes / No

Yes / No

Yes / No

Dio Nearby Resource:

CAMPSITE

- I. None
- 2. Fresh Water
- 3. Herbs 4. Mushrooms
- 5. Small Wildlife
- 8. Berries 9. Eggs

6. Minerals

7. Firewood

- 10. Honey

D4 Night Sky:

- 1. Constellations
- 2. Moon / Moons
- 3. Comet

4. Flying Shadow

D4 Camp Position:

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

D5 Camp Floor:

- 1. Sodden
- 3. Uneven & Rough 4. Soft & Flat

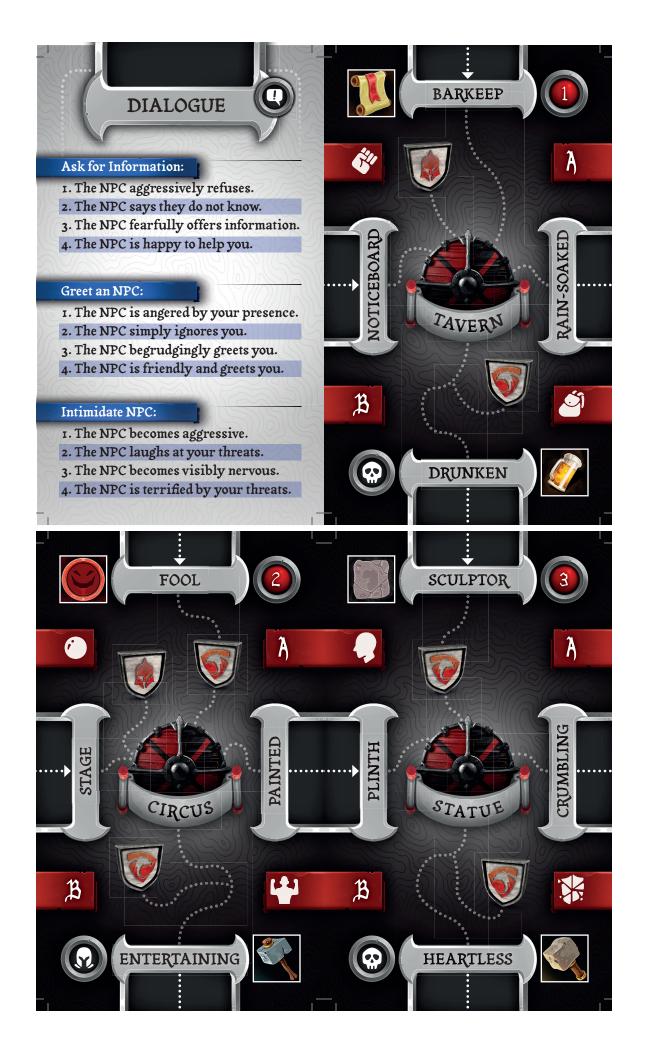
- Yes / No
 - Yes / No
- D4 Camp Items:

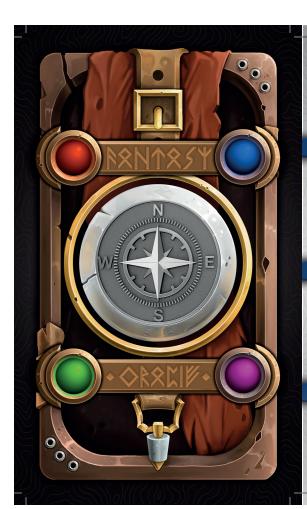
2. Dry & Hard

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

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

4. Can treasure be found here?





DIALOGUE

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.





