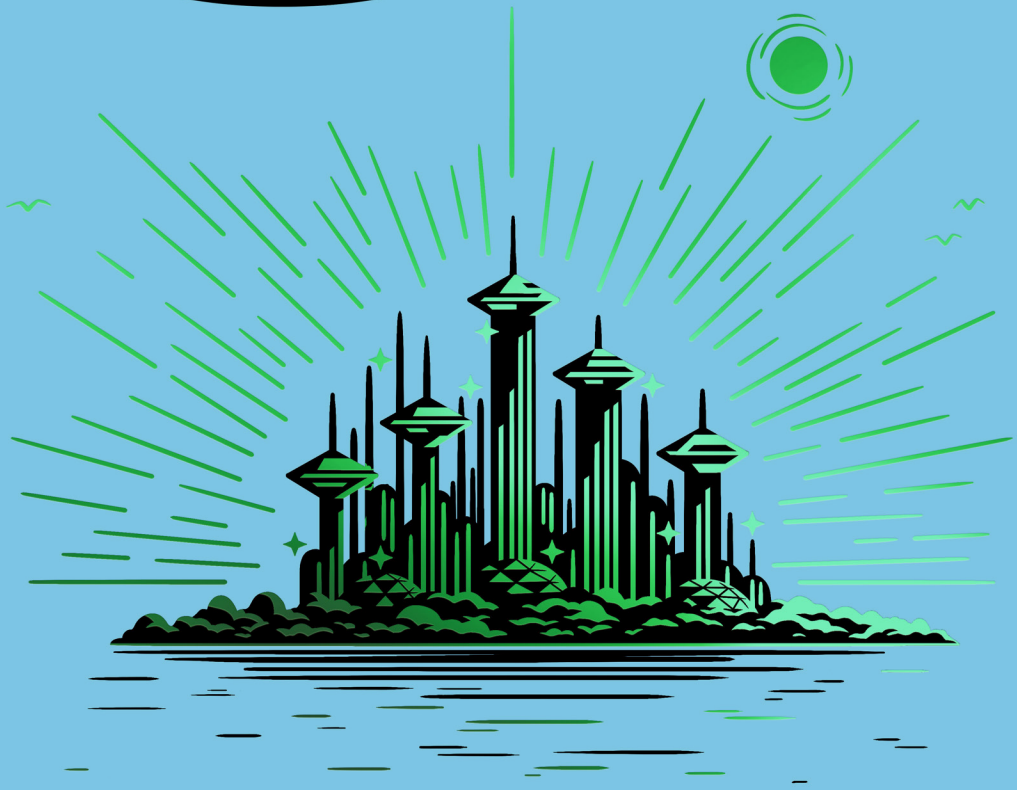
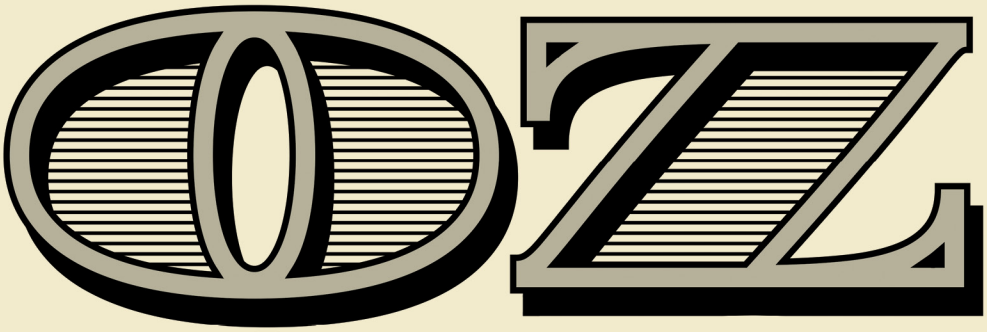
OZ



A Fantasy Role-Playing Setting

ANDREW KOLB

5e Compatible



A Fantasy Role-Playing Setting

Written & illustrated by Andrew Kolb

Andrews McMeel
PUBLISHING®

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The characters, world, and situations of *OZ: A Fantasy Role-Playing Setting* are a work of fiction. This game was designed, developed, and produced by a multicultural team of diverse identities, beliefs, and orientations.

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Chapter 1
The World

Many have heard of Oz as a land beyond the rainbow and forever out of reach. A whimsical place where talking animals, metal men, and witches on brooms are commonplace. They believe it to be nothing more than an ideal setting for a bedtime story; the sort of place one thinks about as they fall sleep at night and dream of a better tomorrow.

But what if it wasn't a dreamland? What if Oz was real?

Then the stories could be true. The tale of a young girl leading a group of strangers might have really happened. How they did the bidding of a liar to rid the land of a tyrant with nothing more than a bucket of water. Perhaps that group of adventurers, the girl and her friends, are still out there. Maybe it's not just a fable to bolster confidence in children when they've had a bad day. If it's all real, then what became of the Lion and his fears? What did Scarecrow do with his newly discovered brilliance? What if a bucket of water wasn't the end for the Wicked Witch of the West? What then?

This is where you, the Gamemaster, come in. Oz may be real, but this is still your Oz. Only you know which of the stories are real and what are tangled in the webs of deceit. What really happened to the Wicked Witch of the East after a house fell on her? How does a group of misfits make it over the rainbow? Does the Yellow Brick Road only reveal itself to those in great need? Is it Oz that needs help, and the player characters are welcomed in with open arms?

Either way, be they trespassers or honored guests, your players are entering a world unlike any other. A world full of community, monkeys with wings, and endless layers of secrets. In Oz, a Lion might be a coward, or a hen might topple a mountain. It's wise to remember that appearances can be deceiving. Sometimes the only way to tell a gold bar from a yellow brick is to take a closer look.

It's time to take a closer look at Oz.



WHAT'S GOING ON

Welcome and well met! You, kind reader, are about to embark on a wondrous journey. While the following shares many elements with the books, plays, and films that have had the opportunity to document adventures in the great land of Oz, there is still so much to discover.

To begin, the following is a quick reference of key individuals and major factions in Oz.

PERSONALITIES

OZMA
The half-human, half-Fairy Princess of Oz. She was once hidden away and raised by a beldam named Mombi. Now the Princess has returned to rule with an unwavering certainty. She believes the use of magic must be controlled and limited to a select few for the safety of all Ozians.

OSCAR DIGGS
He once held the title of King of Oz (preferring the title of Wizard), but now the deposed snake oil salesman wishes to regain his political power. While he wields almost no innate magic, he is charismatic and skilled at gaining public favor.

GLINDA
The most powerful sorceress in Oz. She is one of the few approved by Ozma to openly use magic, and some say it's because she is more powerful than the Princess. The Good Lich of the South.

LOCASTA
Ever since a house fell on the Wicked Lich of the East, Locasta holds the title as second most powerful sorceress in Oz (under Glinda). She is reclusive and does her best to keep out of politics. The Good Lich of the North.

VERDELLA
Thought to be killed at the hands of Dorothy using a bucket of water, Verdella is now the third most powerful sorceress in the land. She seeks revenge on those who tried to kill her and fears outsiders might try to kill her again. The Wicked Lich of the West.

MOMBI
The beldam who kidnapped and secretly raised Princess Ozma. Once a powerful sorceress, she was stripped of her magic by Ozma and seeks to reclaim her inherent abilities.

DOROTHY & TOTO
Two of the most famous outsiders in Oz. Dorothy is a celebrity across the land and uses her knowledge of its people to help whomever she can. She is arguably more beloved than even Ozma.

SCARECROW
Living scarecrow and briefly the ruler of Oz after Oscar Diggs. Any paper or books he can stuff into his body expands his intelligence, so he seeks a deeper and more complex supply of information.

TIN WOODMAN
Once a Munchkin, his cursed axe slowly made him into the tin man he is today. He seeks revenge against the magic-wielder responsible for his fate and will do anything to ensure no one else falls to the same curse.

COWARDLY LION
Authority in the northern and southern forests of Oz. His personality oscillates between gentle and uncontrollable, depending on how much courage he's imbibed.

JACK PUMPKINHEAD
Constructed by Ozma and brought to life by Mombi, Jack is a living Pumpkin and the only one of his kind. The seeds in his head grant sentience to vegetation and improves the intelligence of any living creature that consumes them. He isn't aware of any of this, nor does he know he gains influence over those that eat the seeds.

TIK-TOK
Copper clockwork person and the first of their kind. They are logical and work with Tin Woodman to create tin clockwork people.

PATCHWORK GIRL
Living human-sized doll made of fabric and fasteners. Inside her stitched body is an endless expanse where she stores the trinkets and treasures she collects.

HUNGRY TIGER
Best friend of Cowardly Lion and second highest authority in the forests of Oz. His insatiable hunger is legendary and can make him unpredictable around anyone small enough to become a meal.

BILLINA
Golden talking hen that traveled with Dorothy on her second trip to Oz. She holds the title of Queen of the Chickens. Her confidence and talkative nature regularly get her into trouble.

JINJUR
Munchkin general who once overthrew Scarecrow as the King of Oz and recruited Mombi to defend her position of power. Jinjur wishes to reclaim the throne by any means possible.

BUTTON-BRIGHT
Easily bewildered boy who traveled to Oz using a rare Ozian artifact (the Magic Umbrella). Having come from wealth, he spends his time seeking out the richest and most opulent experiences while avoiding any sort of responsibility.

CAP'N BILL
Retired sailor who mistakenly traveled to Oz with Button-Bright and Trot, his best friend's daughter. He wishes to leave Oz and return home, but not before he finds the missing Trot.

SHAGGY MAN
A nomad who carries almost no possessions and wears rags of the finest materials. He regularly enters and leaves Oz but doesn't know how he does it. Looking for his brother, Woolly Man.

POLYCHROME
Fairy and older half-sister of Ozma. She dearly loves Ozma but has trouble connecting with mortals and the residents of Oz. Polychrome is more comfortable among the other Sky Fairies in their Rainbow Realm.

NOME KING
An invader of Oz with the goal of overthrowing Ozma and reclaiming the gemstones stolen from his subterranean domain. He, like his subjects, is made of rock and thrives underground.

FACTIONS

NOMES
Ruled by the Nome King, the Nomes are invading Oz to recover the gemstones that make up many of Oz's political structures.

WHEELERS
Thrill-seeking gangs of wheeled beings that invaded Oz and terrorize its citizens. Some prowl the streets and others lurk at the edges of the city.

OBJECTIONISTS
Those who oppose the ruling class and restrictions on magic. They seek to dethrone and democratize. The Objectionists are internally divided between passive and active methods to achieve their goals.

ZUMINATI
Secret cabal that dabbles in dark and chaotic magic. Rumors claim the Zuminati have infiltrated many positions of power in Oz.

OLIVE KNIGHTS
Ancient order of warriors who use a mix of combat and technology to control magic. Their desire for order makes them longtime enemies of the Zuminati.

PROJECT OZULTRA
Secret program developing mass magic-control through experimentation and testing on civilians.

WOGGLEGOLOGY
Combination of religion and business gaining popularity across Oz. It claims to unlock the secret to better health and personal growth through a paid-to-progress program.

THE OUTFIT
Organized criminals run by a select number of families. Some are the top-ranking powers in their neighborhoods, while others work covertly for other organizations.

GUILDS (SECRETIVE)
Guilds exist for every profession in Oz, including the illegal ones. Assassins, Bounty Hunters, Sages, and Thieves are the most prominent and treat their profession like any other business.

WATCHERFOLK
All-purpose civil servants in Oz responsible for public safety, fire watch, crime prevention, and community welfare.

PHANFASMS
Invasive species of arcane creatures that are drawn to magic and have no natural predators. Confrontational and dangerous.

GARGOYLES
Wooden creatures with wooden wings that have come to Oz in search of more wood.

TIMELINE OF OZ

The text included in this book is written with the following timeline in mind. Dates are intentionally vague, and none of this is expected to be taken as entirely accurate. History is written by the victors.

LONG, LONG AGO
- Queen of the Sky Fairies (Queen Lurline) leaves the Rainbow Realm.
- Queen Lurline shapes the land beneath the clouds into what is now known as Oz and protects it while communities develop into a prosperous kingdom.

LONG AGO
- Queen Lurline falls in love with a human king, King Pastoria.
- Queen Lurline and King Pastoria have a daughter and name her Ozma.
- Baby Ozma is kidnapped by the sorceress Mombi.
- Mombi transforms Ozma into a boy, names him Tip, and raises him as her own son.
- King Pastoria dies and Queen Lurline returns to the Rainbow Realm.

SOME TIME AGO
- Oscar Diggs arrives in Oz by hot-air balloon and takes over as King of Oz.
- Dorothy Gale and Toto are brought to Oz by a tornado; meet Scarecrow, Tin Woodman, and Cowardly Lion; and (allegedly) kill Verdella, the Wicked Lich of the West.
- Oscar Diggs tries (but fails) to flee Oz and appoints Scarecrow to replace him as King.

MORE RECENTLY
- General Jinjur leads the Army of Revolt and overthrows Scarecrow as King.
- Jinjur becomes Queen of Oz.
- Ozma (then known as Tip) creates Jack Pumpkinhead and escapes Mombi.
- Mombi helps Queen Jinjur defend her rule against Glinda.
- Glinda transforms Tip back into Ozma and unlocks Ozma's Fairy magic.
- Ozma strips Mombi of her magic, takes the title of Princess of Oz, and decrees that all magic is to be restricted.

MEANWHILE
- Word spreads that Oz is restricting magic, and this draws the attention of old enemies.

THEMES & EXPANSION

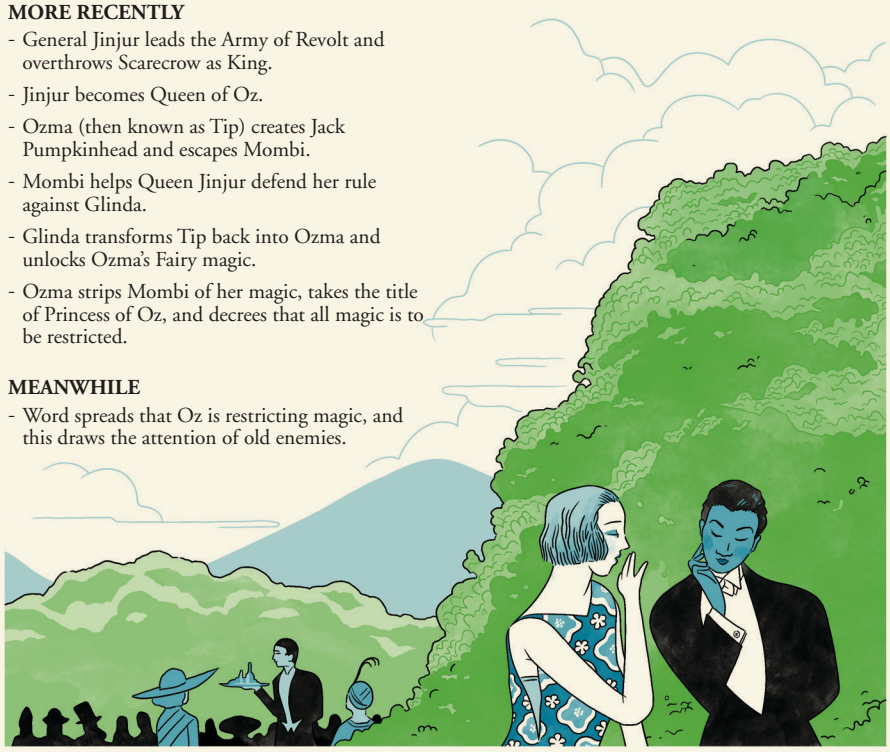
Inspired by the original books, the land of Oz was designed with a few key themes in mind. First impressions are important, but a theme that can be explored is the inaccuracy of quick judgments and assumptions. Additionally, the book explores a black-and-white worldview versus shades of gray. What makes someone wicked and what makes them wonderful? Is it a universal truth? Can they change? Can such a binary outlook allow for personalities to exist in between? All questions to explore and consider when changing or expanding upon what's included here.

CONTENT & SAFE PLAY

While Oz is whimsical and wondrous, it also has the potential to explore mature topics. Assassins guilds, gang conflicts, and mind-controlling scientists might not match the assumptions players have for the content in this setting.

To ensure the comfort, safety, and enjoyment of all involved, consider discussing themes and potential scenarios with the group before play. It needn't reveal any major surprises the GM might have, but it will ensure that everyone is in agreement regarding the sort of adventures that lie ahead.

Should something come up as a concern, omit it from the setting. Nothing is worth keeping if it will negatively impact a player, and there should be enough content in this book to replace it with something else.



HOW IT WORKS

Oz is designed to be an urban **Pointcrawl** setting. The neighborhoods in the city, as well as the outer regions of each District, are broken down into abstract quadrants that the players can move between. If an area is adjacent or connected to another, the players can spend a bit of time and move there. It's a big, open environment to explore.

The book contains no singular story, and while there are lots of choices to be made by the Gamemaster (GM), much of the adventures and tomfoolery will come from player choices.

With that said, there is some quick preparation suggested for the GM to complete before an adventure in Oz can begin. It's as simple as filling four key roles and assigning items to these individuals.

THE RULERS OF OZ

Oz is broken up into five domains: four Districts (including their Outer Regions) and the Emerald Center. Ozma rules all five (the entirety of Oz) from the Center in her Emerald Citadel and focuses on harmony between Districts. Day-to-day details and local concerns of each District fall to her Wardens (often bearing the title of "Witch" or "Wizard"). All five rulers (Ozma and the four Wardens) typically possess at least one Relic of Oz (more on that in a moment.)

The identity of each Warden is up to the GM. You decide who leads, how they rule, and how the general population views them as a leader. You also determine how Ozma views these four Wardens and how they feel about each other. The book provides twenty suggestions for the rulers (the Personalities listed after Ozma on page 2) but a Warden could also be a unique character of your own design; this variety is what makes every journey to Oz special.

Once the four Wardens have been determined, choose which of the Relics they and Ozma possess. Some of the Personalities want specific Relics, and others might be so powerful that they have no interest in such magical trinkets. Consider whether it's more interesting for a ruler to already have what they seek or to be actively looking for it. Placing the Relic that one ruler wants into the hands of another could also create all manner of intrigue.

The more interconnected you make the rulers of Oz, the more political the game will likely become. Invasions, espionage, and all sorts of warfare can happen as a result of discovering a new Relic.

THE RELICS OF OZ

More detailed information about the Relics of Oz can be found in Chapter 4 starting on page 167, but the following is a quick synopsis of each rare and magical item.

THE BROOMSTICK
Indestructible flying broom.

CRYSTAL BALL
Scrying device that doesn't require any previous knowledge of the subject to work.

GOLDEN CAP
Whoever wears the cap can issue three commands that must be obeyed by the Winged Monkeys.

GREAT BOOK OF RECORDS
Continuously updating tome that tracks everything that happens in Oz.

LOVE MAGNET
Whoever wears the magnet is adored by anyone who sees it. Not romantic.

MAGIC BELT
Grants its wearer protection from danger and a single wish per day.

MAGIC CARPET
Rug that unrolls and rolls to always be just ahead and behind the user. Protects anyone on it from dangers underneath and can safely travel over the Deadly Desert.

MAGIC FAN
Fan capable of creating winds powerful enough to blow away an entire army.

MAGIC PICTURE
Constantly changing painting that can show any part of Oz (with some privacy-based limitations).

MAGIC UMBRELLA
Indestructible umbrella that can carry someone to anywhere they say.

ORNAMITTS
Pair of gloves that turn any creature into a trinket, knick-knack, antique, or heirloom with a single touch. Only works as a set.

OZ KEY
Key that opens any lock with a keyhole made in Oz.

POWDER OF LIFE
Sand enchanted by a magic matchbox that grants true sentience to inanimate figures.

THE SLIPPERS
Their appearance changes depending on who wears them, but little is understood beyond that. Their power is still unknown.

EXAMPLE SETUP

Ozma resides in the Emerald Citadel with her Magic Belt and Magic Picture, but she is concerned because the Broomstick was recently stolen from storage.

To the north, Scarecrow happily governs as Wizard after being appointed by Ozma. He possesses the Love Magnet and is using its power to influence others toward the goal of finding the long-lost Great Book of Records.

To the east, Jinjur has usurped Dorothy Gale as ruling Witch and now possesses both Dorothy's Oz Key (proof of rulership) and the Broomstick that she claims she discovered in Locasta's attic.

To the west, Cap'n Bill is trying to convince Shaggy Man to take over as Wizard. Cap'n Bill is well liked, but he doesn't know what to do with all the responsibility or how to work the Golden Cap. Shaggy Man has agreed to become the governing Wizard, but only after he finds the missing Love Magnet.

To the south, Glinda has been absent while she looks for the Great Book of Records. This has left an opening for the Nome King to take over and rule with the Magic Fan until he finds his Ornamitts (or until Glinda returns), whichever happens first.

FURTHER SETUP

While not crucial to prepare before the first adventure, consider planning key roles in some of the factions as well. This could be rolled randomly, planned strategically, or a combination of the two.

Having a specific character sit at the head of the OZUltra program may steer early interactions. Also consider any overlap. What does someone do when they're both District Warden AND a high-ranking Olive Knight? What enemies does one have when they're rising through the ranks of the Outfit and are suddenly put in a position of political power?

FURTHER SETUP EXAMPLE

Now that Jinjur has become the Witch of the East, she is using her resources to bolster the Objectionists' latest endeavors.

Tin Woodman is helping the Olive Knights but has no idea that they've been developing the OZUltra program under the guidance of Mombi and Verdella.

Glinda needs the Book of Records to locate Locasta, who was captured by the Zuminati (under Oscar Diggs's orders).

Billina took over the Outfit for a lark.

RUNNING OZ

The Wondrous Land of Oz is designed to work as a Pointcrawl, and it's worth defining this structure and how it can be used as the foundation for a role-playing game. Being able to move between this and other structures will help the pacing and overall flow of gameplay.

POINTCRAWL VERSUS LOCALCRAWL

A **Pointcrawl** adventure focuses on general events and abstracts a number of locations into points to travel between. This could refer to neighborhoods in a city, landmarks in a ruin, or unique spots in the wilderness. What's important to remember is that description in a Pointcrawl is done with generalities. Describing the architecture of a neighborhood or what the general landscape looks like is more appropriate than explaining each individual detail. It is the macro form of gameplay, where routine and repeat actions (like travel) can be glossed over.

Sometimes a Pointcrawl setting doesn't provide enough detail and so another structure is required. When in a dungeon, it might be called a **Dungeoncrawl**, or an **Urbancrawl** when in the streets of a city, but for an all-encompassing term, this will be referred to as a **Localcrawl**. A Pointcrawl transitions into a Localcrawl when players are interacting with a very specific area (typically when a player character's movement requires strategy). This could mean chasing someone down a busy street, exploring an underground tomb, or investigating a mansion for clues. This is the micro form of gameplay, where describing each storefront or the natural features of a cave is important to the task at hand.



POINTCRAWL TRAVEL

There are a number of ways to travel around Oz and most are suited to a Pointcrawl. The time required to get between points, and the frequency of encounters, depends on the journey and the destination.

NEIGHBORHOODS
Not all neighborhoods and regions are the same size (see the map of Oz in Chapter 3 on page 7). While some areas are larger and some are smaller, the guidelines assume the average distance between neighborhood edges is 3 miles.

It takes 1 hour to travel between neighborhoods if walking, using a cart, riding a Sawhorse, or testing out one of the new autonomous carts. Roll an encounter once every in-game hour.

UNDERGROUND STOPS
Oz boasts a network of underground trains connecting various neighborhoods.

It takes 30 minutes to travel between Underground stops. Roll an encounter once every stop after departure.

OVERGROUND STOPS
While new and only stopping in a few neighborhoods, the Overground monorail loops all the way around Oz and stops in each of the four Districts.

It takes 30 minutes to travel between Overground stops. Roll an encounter once every stop after departure.

THE WILD REGIONS
Some corners of Oz, like the Outer Regions, Great Library Ruins, and Lake Quad, work a little differently than the rest of Oz.

Travel and exploration are one and the same, and take 30 minutes. Roll an encounter once every in-game 30 minutes.

LOCALCRAWL TRAVEL

Using maps from Chapter 4 or created by the GM, Localcrawl travel is best suited to moving in a space where accuracy and intentionality are key.

STREET TO STREET
It takes 10 minutes to travel through specific streets if walking, using a cart, riding a Sawhorse, or driving an autonomous cart. Roll an encounter once every in-game 30 minutes.

ROOM TO ROOM
It takes 10 minutes to travel through rooms, whether the structure is in ruins, located in a neighborhood, or in the Outer Regions. Roll an encounter once every in-game 30 minutes.

POINTCRAWL EXPLORATION

Like travel, exploring in a Pointcrawl is best suited to generalities. When the players are loosely looking for an interesting location or trying to find leads within a neighborhood or Outer Region, this is the best structure to use.

NEIGHBORHOODS
Getting to know a neighborhood requires 1 week. Dedicating this time will typically lead to making a connection with someone local and grants an advantage when navigating that area. It might even lead to unearthing secret information. Roll an encounter once for the week.

THE WILD REGIONS
Some corners of Oz, like the Outer Regions, Great Library Ruins, and Lake Quad, work a little differently than the rest of Oz. Exploration and travel are one and the same and takes 30 minutes. Roll an encounter once every in-game 30 minutes.

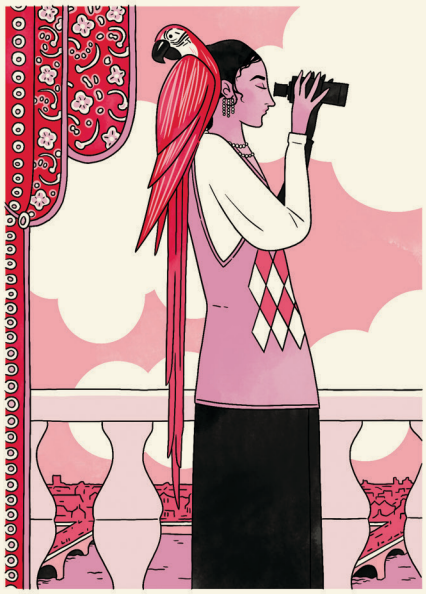
See EXPLORING THE WILD REGIONS on page 9 for more details.

LOCALCRAWL EXPLORATION

Similar to Localcrawl travel, exploring is best suited to scenarios where detail and specificity are the goal.

STREETS & ROOMS
It takes 10 minutes to safely explore a specific street or room. Roll an encounter once every in-game 30 minutes.

See SEARCHING IN A NEIGHBORHOOD on page 10 for more detail.





THE WONDROUS LAND OF OZ

Oz is a diverse and magical land. It's full of rare creatures and unique communities and is as beautiful as it is complex.

BUILT BY FAIRIES

While the details are lost to history, some still know of Lurline, the Sky Fairy and Queen of Oz. The Queen nurtured the land and protected it from danger while its inhabitants flourished. During this time, Lurline fell in love with a human and gave birth to Ozma, and it's this time that is regarded by many as the Golden Era of Oz. Since then, Ozma's father passed away, Lurline returned to the Rainbow Realm (the distant land of Sky Fairies), and Ozma took to the throne after being lost for many years.

THE DEADLY DESERT

Surrounding all of Oz is the Deadly Desert, a wasteland of shifting dunes and dangerous Sand Elementals. Some say the environment confuses and disorients, ensuring all who explore it get turned around and wind up back in Oz. Others claim a noxious gas seeps up from beneath the surface to making the area deadly.

THE YELLOW BRICK WALL AND ROADS

Encircling the entirety of Oz is a great brick wall. The yellow bricks hold the Deadly Desert at bay and are made of the same material as the Yellow Brick Roads.

Every street and alleyway are laid with the bricks. What started as a novel feature of the Munchkin District quickly expanded into a core infrastructure of the land. The roads are well maintained, but this doesn't make them immune to natural interference or sabotage. Each District is responsible for their own road maintenance and for expanding them into the outer regions.

LANDSCAPE & CLIMATE

Everything about Oz is like a painting. The farmlands are in good health, the mountains are perfectly snow-capped, and there's even a beauty to the dangerous forests.

The weather is similarly picturesque. Clear skies are blue with perfect clouds rolling across, thunderstorms gather just before dramatic events, and there's always the most vivid rainbow after any sort of rain. The temperature is comfortably warm during the day and comfortably cool in the evening. While it's much colder when scaling the mountains, it's never unbearable. When all is well in Oz, the environment will reflect that.

TIME, AGING & DEATH IN OZ

There are 24 hours in a day, 7 days in a week, 4 weeks in a month, and 12 months in a year.

The land was long-ago enchanted by the Fairy Queen Lurline, and so time behaves uniquely in Oz. The enchantment means Ozians age very slowly (to the point of nearing immortality). Residents of Oz can still die, but it's rarely from old age.

If someone not native to Oz dies, they stay dead for a time before waking up far, far away with the strong impression that the whole adventure was a dream. They can still return to Oz, but doing so will become more and more difficult as the memories fade.

MAGIC IN OZ

Magic is both everywhere and extremely rare in Oz. Sure, there are talking animals and walking utensils, but that's not really magical to the locals; it's just life. Magic like fireballs and weather control and changing into different shapes—that will impress a resident of Oz. That's the sort of magic reserved for those claiming the title of Witch, Wizard, or Warden.

It's also the sort of magic that will quickly get the attention of Ozma, ruler of Oz. While she herself is naturally adept at some magic, she believes spellcasting and conjuring is best left to those meant to be in power. Unless given permission by the proper authorities, performing magic is strictly forbidden.

This isn't to say permission is never granted. There are many magical people, creatures, and items across Oz, but they are a novelty. So, too, are any outsiders who enter Oz and casually perform even the most mundane cantrip.



OZMA & THE EMERALD CITADEL

At the heart of Oz lies the Emerald Citadel. It was originally constructed at the request of Oscar Diggs, once the King and Wizard of Oz. After his departure and the return of Princess Ozma, the royal heir to the throne, the citadel was expanded and fortified. Now the structure shines as the capital, joining all four Districts in harmony.

THE FOUR DISTRICTS

Surrounding the Emerald Citadel lies the four Districts of Oz: Gillikin to the north, Munchkin to the east, Quadling to the south, and Winkie to the west. While each is diverse and self-sufficient, there are some defining traits:

GILLIKIN DISTRICT
The most affluent District of Oz. Known for its rich residential areas, public park, and expansive forests. Purple is the favored color of Gillikins.

MUNCHKIN DISTRICT
The most scholarly District of Oz with its university and neighborhoods dedicated to health, history, and law. Blue is the favored color of Munchkins.

QUADLING DISTRICT
The most sociable District in Oz. Known for its entertainment and diverse neighborhoods. Red is the favored color of Quadlings.

WINKIE DISTRICT
The most industrious District in Oz with its farmlands, warehouses, and dedication to tinwork. Yellow is the favored color of Winkies.

WITCHES, WIZARDS & WARDENS

While Ozma rules over all of Oz, most of her time is spent in the Emerald Citadel. Because of this, there are four rulers that govern each district beneath her. This role is traditionally given the title of Witch, Wizard, or Warden, depending on how they identify.

It's common for a community to add to this title based on public perception. A favored ruler may be called the Wonderful Witch of the North or the Warrior Wizard of the East. Or they may be referred to as a Wart or the Wicked Warden of the South. Other choice nicknames and adjectives include: Walnut, Warm, Weak, Welcoming, Whirlwind, Whispering, Willow, Windbag, Winning, Wise, Witty, Wolf, Woolly, Worried, Worst, Worthless, Wounded, Wrinkled, and Wrong.

Ozma appoints each Warden, but accomplishing certain tasks or obtaining specific items can overrule this. Each Warden lives in the designated Tower, Castle, Palace, or Keep.

MAYORS

Under the District Warden is the Mayor. They act as liaisons between their Warden and the community. Locals seeking an audience with their Warden will first need to connect with the Mayor, and that requires making any number of connections throughout the political system. Because Mayors are an extension of the Warden's will, an act against the Mayor is equal to an act against the Warden.

Mayors are also responsible for communication between the District Warden and two main groups: the Watcherfolk and the Guilds.

Mayors can be elected by a District-wide vote or by the Warden's appointment. This is determined by the Warden.

CIVIL SERVANTS & WATCHERFOLK

Each community is served by a variety of civil servants. The most visible of these are the Watcherfolk (typically abbreviated to "Watchers"). They are the branch responsible for keeping an eye out for public safety, fire watch, crime resolution, and community welfare. Day Watchers and Night Watchers are trained in conflict mitigation and minor combat, though each individual Watcher plays to their strengths. Watchers typically travel in pairs and work with a partner that exhibits complementary skills.

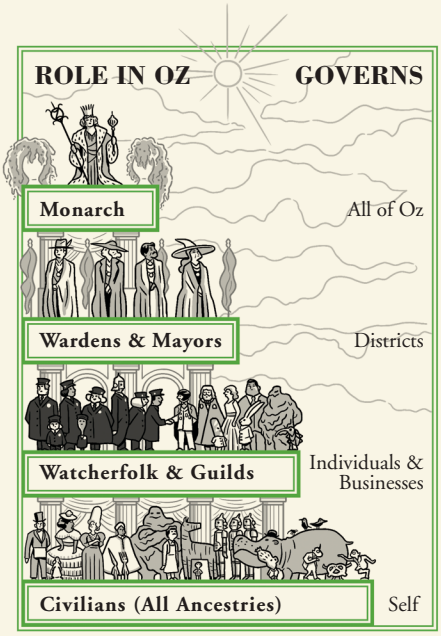
Watcherfolk apply or are recruited for their posts, but high-ranking positions are appointed by the Warden or Mayor.

GUILDS

While civil servants and the Watcherfolk are responsible for the individuals under the Warden and Mayor, Guilds are responsible for the businesses. Every trade, from candy-making to smuggling, has a Guild and requires membership to pursue that trade (professionally) in Oz. Not all are officially recognized in Oz (especially the most illegal practices), but if it leads to payment in any way, then there's a Guild that will want to ensure their dues are paid.

Any conflict (failure to produce membership, breaking Guild rules, not paying dues, etc.) is handled internally unless the issue spills over into Watcherfolk jurisdiction. The death of a tinsmith would be reviewed by the Tinsmiths Guild unless evidence points to murder. Then the Watchers, or possibly even the Mayor, will get involved.

There is no formal record documenting how each Guild works, and all are unique. Some have a single Guildmaster, others have a committee, etc.



CITIZENS OF OZ

Oz recognizes all creatures, peoples, and entities born in Oz as citizens of Oz.

ANIMALS

Animals are capable of speech in Oz. While this is liberating for some, many have nothing to say or nothing worth hearing. Some animals walk on all fours, others walk on twos, and some that would naturally walk on four legs elsewhere walk on two legs in Oz. The animals have no opinion on this and neither do the rest of the locals. A frog walking on twos and wearing a waistcoat is not viewed any differently than a frog that sits on all fours in a pond. Both can and do exist in Oz.

An animal's size is typically consistent with what you'd expect. Squirrels are small and elephants are large, and their clothes and suitcases are crafted at an appropriate scale. This means that Oz's infrastructure is designed to meet many needs.

If the morality of eating animals, and the food chain in general, poses a concern, consider limiting meat consumption to fish and making aquatic life the only creatures that don't speak. Consult your players and listen to them if there's any concern.

ACCESSIBILITY IN OZ

With such a diverse population, Oz pushes to be as accessible as possible. Buildings typically have ramps, doors, and stairs of varying sizes, as well as signage at multiple eye levels. The most contemporary spaces even offer the newly developed elevator. While slow and not yet implemented in all public buildings, it is a reminder of Oz's push for innovation and inclusion.



CRIME & PUNISHMENT

Players will inevitably get their characters into some sort of trouble, and when that happens, the Ozian justice system is sure to get involved.

There are a few standard options for determining guilt and innocence. While the accused typically gets to pick their means of judgment, the system is not incorruptible.

COMPURGATION
The accused must find a number of volunteers (anywhere between four and forty, depending on the severity of the case) to listen to the accused's oath of innocence and swear they believe the statement. The time allowance for collecting the volunteers is up to the court, but the accused may not leave the District limits during the window of recruitment.

CRUENTATION
Limited to crimes involving bodily harm. The accused is brought before the victim and are observed while they place a hand on the victim (be they offended, injured, or dead). If the injury is exacerbated (wound begins bleeding, pain returns, etc.), then the accused is found guilty. Results with multiple victims or accused must be unanimous.

JUDEX LAPIS
Similar to cruentation but appropriate for all crimes. The accused is required to place a hand on a stone statue of justice (typically carved to resemble Ozma looking to the sky and holding scales). If the statue weeps, the accused is found guilty. In the most dramatic cases, what the statue weeps is related to the crime (blood, salt water, syrup, etc.).

TRIAL BY COMBAT
Unarmed combat. Both the accuser and accused are allowed a dram of courage (a green liquid that grants advantage on attack rolls for the duration of the trial), but doing so will negatively affect public perception.

After the courage has been accepted or denied, the two then box. A verdict is determined by a knockout or by the judge if both parties are still standing at the end of the final round (number of rounds is decided by the judge based on the severity of the crime). The judge declares a verdict based on form and manners during the combat. In specific circumstances, a champion is allowed to step in on behalf of one or both parties. If one party is allowed a champion, then both are allowed.

TRIAL BY COTTABUS
A trained Cottabus (page 22) is brought before the accuser and accused to ask questions of each side. The judge may determine a set number of questions or a set amount of time, both based on the severity of the crime. If the Cottabus knows the answer to a question and either party lies, the Cottabus will notify everyone of this and then share the truth. Both judge and jury are used in Trial by Cottabus.

WERGRÜN
Also called "Wergreen" and the "Emerald Scales of Justice." If the accused can produce enough Green Pennies (GP) to outweigh the crime (heavier than the dead body, the stolen object, etc.), then they are deemed to have paid their debt to the accuser and set free.

A single pound is equal to 50 GP.

CURRENCY

Before Oscar Diggs drifted into Oz on a hot-air balloon, the Ozians had little need for money. But once a coin is out of the purse, it's hard to put it back in.

The land of Oz runs on a simple system centered around emerald-colored coins called Green Pennies (GP for short). One gold piece exchanges to one Green Penny, and so there's no major profit or loss from trading common non-Ozian goods with the locals.

LODGING & LIVING EXPENSES

Most lodgings offer a room and hot meals at a weekly rate. Payment is collected up front and covers the week (whether staying the full week or not). Living in Oz will range in cost and quality:

5 GP / WEEK
Simple living, shared room, limited menu

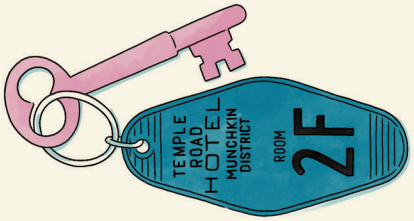
10 GP / WEEK
Modest living, private room, limited menu

25 GP / WEEK
Comfortable living, private room with better food, ample drink, and access to resident assistant

50 GP / WEEK
Lavish living, private quarters with multiple rooms and personal menu, ample drink, and access to resident assistant

An expensive neighborhood may only offer comfortable and lavish accommodations, or perhaps the seedy tavern is limited to simple living. Either way, the longer a group or individual stays at one location, the more tangled up in the community they will become.

For more on lodging-based encounters, see the LODGING EVENTS table on page 190.



RADIUM & RESOURCES

Oz is rich in natural resources: ample fresh water, abundant trees, fertile soil for crops, and the rare metal called Radium.

Radium looks like a mixture of silver and a frozen lake and is extremely easy to work with. Another key trait of the metal is its gentle glow. Even a large deposit will only glow bright enough to illuminate 5 feet around, but it's still enough to aid in nocturnal tasks.

Most importantly, Radium has a neutralizing effect on magic. A Radium lock cannot be magically opened, a Radium dagger cuts through magical armor, and so on. If it weren't for its rarity, Radium would be the default material for most objects.

It's worth noting that while the Radium of Oz shares a name with the chemical element on Earth, the fictional metal is not radioactive or toxic in any way. Real Radium can be dangerous.



ADVANCED RULES & MECHANICS

While the following is not necessary when running a game set in Oz, elements have been included throughout the book that reference these extra mechanics.

EXPLORING THE WILD REGIONS

The Wild Regions include Lake Quad (E2), the Great Library Ruins (G5), the Forest of Winged Monkeys (G8), Munchkin Mountains (M8), the Forest of Fighting Trees (Q8), and the Great Farmlands (W8). All are difficult to explore, and thus adventuring works as follows:

The first Area the group encounters is Area 0. If the party wishes to explore, then one member of the party rolls 1D4. The next Area they come across is determined by the dice roll.

Every time the party wishes to press on, add an additional 1D4 to the roll and add the total to determine the next Area they come across.

If the leader of the expedition is adept at navigation, then they may reroll one die from the total pool of dice and take the higher of the two numbers. This advantage may be granted to additional dice if the group has another form of aid (directions were given, they received a map, a guide was hired, etc.). It is up to the GM whether or not multiple aids grant multiple advantages.

When trying to reach a specific Area that the group has already visited or knows, the cumulative roll must be equal to or greater than the number associated with that Area before they can reach their destination.

If they wish to flee or get back to the nearest neighborhood, whoever is navigating rolls 1D4 to determine the number of hours it takes to get back to the nearest neighborhood. If the leader is skilled at navigating the geography or they have another resource (a guide, a map, etc.), then roll 2D4 and take the lower of the two numbers.

FAME & TOTO

A group of adventurers are bound to make waves and get noticed for their antics. This sort of notoriety spreads between neighborhood, as word travels fast along the Yellow Brick Roads.

This fame can be the result any significant event (be it positive, negative, or somewhere in between) and is measured on a scale of 1 through 10 in what's called a "Tomfoolery Total" or "TOTO" for short.

When a major event involving the party happens in an area, their TOTO increases by 1. What constitutes a major event is up to the GM and might change over time.

News travels quickly in Oz. When a group's TOTO reaches 3, 6, and 9 in a neighborhood or Wild Region, the TOTO of all adjacent neighborhoods or regions increases by 1. If this boost triggers another wave of increases, then word continues to spread. Note that word doesn't travel back on itself, and a location's TOTO can only increase by 1 from any single event.

EXAMPLE
The adventurers, gaining some notoriety, are asked to marshal a parade in Fuddleville. During the event, they successful stop an assassination attempt against the District Witch. The conflict is resolved and the group's TOTO in Fuddleville goes up from 5 to 6. Word spreads quickly to Fine Fettle, The Warren, South Watch, and the Forest of Fighting Trees. The TOTO in each of those locations increases by 1. The adventurers already had TOTO: 2 in the Forest of Fighting Trees before the parade, and because it now went up to 3, the TOTO in Ruby Palace and Old Mill also increases. Both the Palace and Old Mill are now at TOTO: 1 so no further increase happens.

Some locations and events will be limited to the party until they've reached a certain level of notoriety. If a location or person of power won't see the adventurers until they've accomplished a handful of significant acts, this will be represented as "TOTO: 3" in the following material. The GM should communicate this limitation to the players. Something like, "Bring me the tiger's tail and I will grant you an audience with the Warden," or "I'm sorry, but I've never heard of you, so you'll have to book a reservation somewhere else," is both diegetic and direct for the players to understand.

INFAMY

As a group's TOTO increases, they are more likely to be recognized or have their reputation precede them. When appropriate, the GM rolls 1D10. If the result is equal to or under the party's TOTO for their current neighborhood or region, then the non-player character is aware of some of the group's notable shenanigans. How the NPC regards the adventurers is to be determined by the GM.

EXAMPLE
The party's Bard is trying to get a deal while buying an enchanted (and very illegal) accordion in The Black Branches. Having helped a number of folks in Winkie District, the Bard is hoping the merchant will consider that when pricing the instrument.

The group's TOTO in The Black Branches is only 2, but there's still a chance the merchant recognizes them. The GM rolls a '2' on a 1D10, and so the merchant has indeed heard of the group. The merchant might agree to the discount or, since they know the party is in the adventuring business, first ask a favor before making the sale. Maybe knowing the group is making lots of money will drive up the price. So is the risk of bartering and dropping names.



SEARCHING IN A NEIGHBORHOOD

Use the following procedure when the party is searching a neighborhood, street, or building for a specific object or subject.

SEARCHING FOR A FIXED TARGET
Start with a **Pointcrawl**. When searching for a fixed target, each player rolls 1D6 every time the group enters a new neighborhood or takes time exploring the one they're in. Those skilled in investigation roll 2D6. For every '6' rolled, the group finds a lead that points them in a specific direction (a neighborhood, street, building, etc.).

Repeat this process until the group finds their fixed target or clues dry up. Each round of rolling takes 10 in-game minutes. If more detail is required, proceed to a Localcrawl.

With a **Localcrawl**, draw a Local Map (for more details, see MAPMAKING on the following page) and add known landmarks or details. If the group needs directions, then have them roll D6s to find a lead (same mechanic as above). Once the players have a lead (his hideout is above the bakery, the wedding is happening somewhere on Lilac Street, etc.), they move around the map and the GM rolls encounters as they travel between their current position and the target.

SEARCHING FOR A MOVING TARGET
Start with a **Pointcrawl**. When searching for a moving target, each player rolls 1D12 every time the group enters a new neighborhood or takes time exploring the one they're in. Those skilled in investigation roll 2D12. If a '12' is rolled, the players see their target or find concrete proof that they were here recently. The next time the Party rolls (either to keep track of the target or find another clue), they use D10s (trying to get a roll of '10') instead of D12s. This process continues, reducing the dice from D12s all the way to D4s, until the Party finds their target.

Each attempt at searching takes 10 minutes.

If stuck, the players can spend 30 in-game minutes to look for a lead.

If more detail is required, proceed to a Localcrawl.

With a **Localcrawl**, draw a Local Map (for more details, see MAPMAKING on the following page) and add known landmarks or details. Have the players roll D12s to find their target (same mechanic as above). Once they've spotted their target, they traverse the map and the GM rolls encounters as they travel between their current position and the moving target.

Another option when chasing a moving target that they can see is to use the following CHASE SEQUENCE mechanic.



CHASE SEQUENCES

The Yellow Brick Roads are perfect for a good chase sequence. Following a Winged Monkey or fleeing an enraged Giant is likely to come up while spending time in Oz.

The basic mechanic works the same whether on foot, using a vehicle, or riding an animal (with their permission).

Each player takes turns rolling dice against the GM until the win or lose conditions are met (more on that in a bit). The GM and the first player (turn order can be rolled like initiative or chosen by the group) each roll 1D4 and add any appropriate bonuses. Whoever wins then rolls 1D6 the next round. The winner of the second round (between the GM and Player 2) can either upgrade the dice for their own side or downgrade their opponent's die (no higher than 1D12, no lower than 1D4). This process of increasing and decreasing continues until the win or lose conditions are met.

Set the win conditions based on difficulty and group size (guaranteeing each player rolls at least once). As an example, an easy challenge might be for the players to win three rounds before losing five rounds, a moderate challenge might be the first side to win a roll using a D12, and a hard challenge would be to start with D8s and win five rounds without being downgraded to a D4.

If riding an animal, use any bonus associated with the animal. No bonus is given to vehicles.

EXAMPLE
The group is fleeing an angry gang of Wheelers and needs to lose them before morning. The party (+1, +4, +2, +1) is on foot and most are slower than the Wheelers (+4). If the group rolls three successes before three failures, they will get away safely.

The party of four decides the order of action. Then it begins:

PLAYER 1 (1D4+1): 2
WHEELERS (1D4+4): 7
Outcome:
Party Failure (0/1), Wheelers up to 1D6

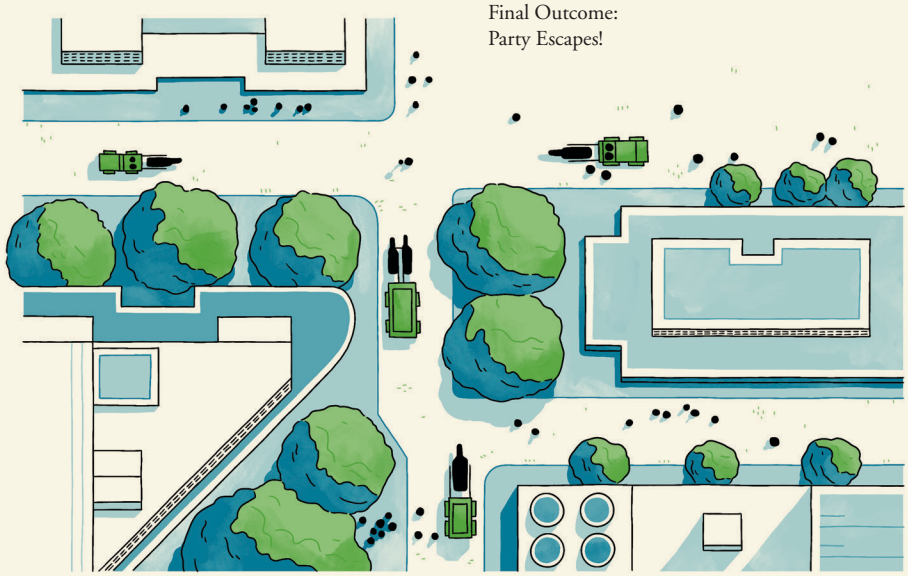
PLAYER 2 (1D4+4): 7
WHEELERS (1D6+4): 6
Outcome:
Party Success (1/1), Party up to 1D6

PLAYER 3 (1D6+2): 6
WHEELERS (1D6+4): 5
Outcome:
Party Success (2/1), Wheelers down to 1D4

PLAYER 4 (1D6+1): 5
WHEELERS (1D4+4): 5
Outcome:
Tie (2/1), No dice change

PLAYER 1 (1D6+1): 5
WHEELERS (1D4+4): 7
Outcome:
Party Failure (2/2), Wheelers up to 1D6

PLAYER 2 (1D6+4): 8
WHEELERS (1D6+4): 6
Final Outcome:
Party Escapes!



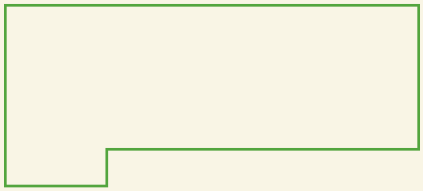
MAPMAKING

Many locations and landmarks have been mapped (see Chapters 3 and 4), but there are times when more detail is required. The author has found that mapping buildings and streets are the most common, but the following can be used for other structures (like ruins) and paths (like a network of tunnels or sewers, for example).

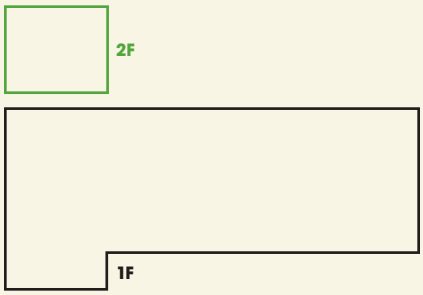
LOCAL MAP: BUILDINGS

Simple shops need an area for the customers and a separate area only accessible by employees. Some may have an upper/lower level with another business or a residential area. The following process is for complex structures.

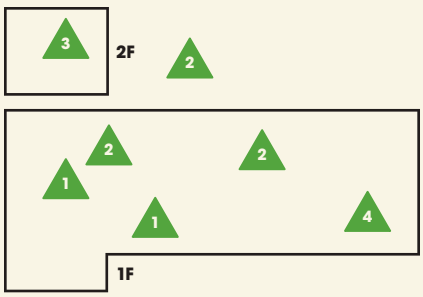
1. Draw a rectangle large enough to serve as the building's perimeter. Create an irregular shape if you're feeling adventurous.



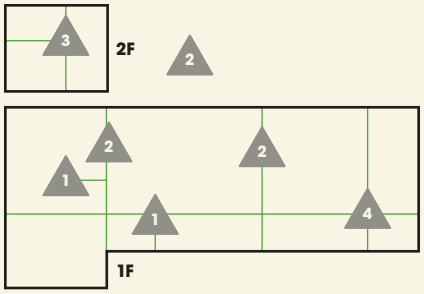
2. Determine how many levels there are to this location (either above or below ground). Roll 1D4 if unsure. For each new floor, repeat the same shape (for mundane buildings) or a mix of larger and smaller shapes (for the architecturally inclined).



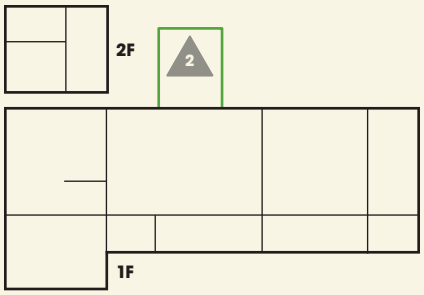
3. Grab a number of D4s appropriate for the scale of the building. The larger the building, the more D4s. Roll these onto the map.



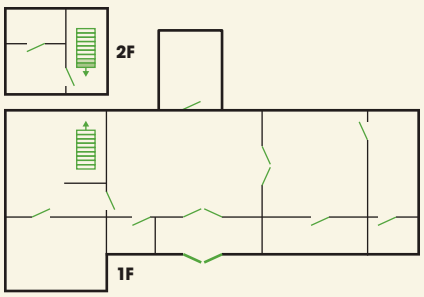
4. For every D4 inside the building perimeter, extend lines out from the die equal to the roll. These will be the interior walls.



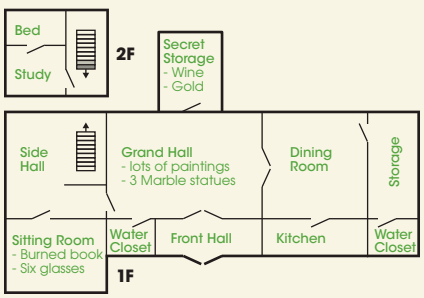
5. For every D4 outside of the perimeter, draw an addition to the building. They might repeat on multiple floors or represent balconies and hidden rooms.



6. Add doors and staircases where appropriate.



Note main areas and include important features in the room. If you want player characters to spend longer in a space, then add 1D4 unique elements (usually something incongruent like the only object damaged, something missing, the biggest or smallest of the collection, etc.).

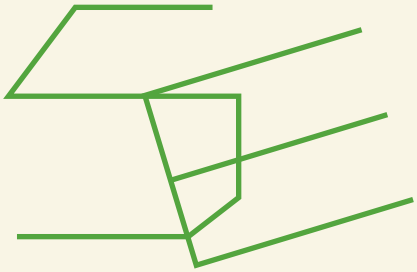


LOCAL MAP: STREETS

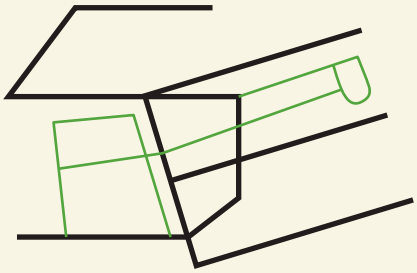
Mapping a street typically comes up when the group is looking for something, following someone, being chased, etc. The following can be accomplished quickly and offers lots of variety:

1. Determine the goal of the scenario and distill it down to one word (e.g., SEARCHING, HIDING, FLEEING, etc.).

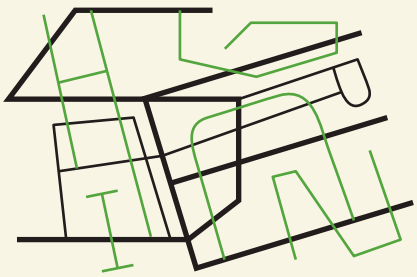
2. Using mostly straight lines, write out the first letter of the word for main roads. Also using only straight lines, draw the second letter at the same size over the first letter but rotated anywhere from 10 to 90°.



3. Drawing within the confines of the first two letters, draw the next letter at half the size and continue to use straight lines. This will create side streets. Repeat this with the next letter, but draw the letter rotated. Allow the lines to extend past the lines from the larger letters.



4. Continue this process of drawing main and side streets until the word is complete or until the map is sufficiently large enough. The occasional curved road or altering the shape of a letter to suit the map is encouraged.



NOTE: If the group reaches the edge of the map as drawn, extend the major roads and start the process again using a new word.

INTERMISSIONS

When a group has free time in Oz, they're likely to look for things to do. If the adventurers want to split up and spend time on their own, then this calls for an intermission and is generally measured in weeks.

With any activity attempted during an intermission, there are three key factors to consider: Speed, Quality, and Cost.

SPEED
How long is this going to take? Note that the week of the intermission is included in the suggested time frames. If the resulting Speed is less than a week, the Player may choose from spending the rest of their time relaxing or helping a fellow adventurer with their own endeavors.

QUALITY
One person's trash is another person's treasure, so don't hesitate to tweak the values to suit the needs of the player. It can also lead to a lot of great adventuring if an object that was expected to be junk turns out to actually be a highly prized artifact.

COST
Mileage will vary but the provided prices can be simplified to cheap, fair, expensive, and exorbitant.

The GM can reference the table or roll 3D4 to determine the Speed, Quality, and Cost of the activity. Players may also roll a single skill check per activity to increase or decrease a value by 1 (Difficulty Challenge 10 for easy stuff, DC15 for a moderate challenge, and DC20 if they're pushing their luck). Share the results with the players before they make a decision, and if they choose not to follow through, then this still uses up their intermission as they try, and fail, to enact their plans.

If two or more adventurers decide to spend an intermission together, they may each make an appropriate roll to alter the experience (either adjusting multiple factors or one factor multiple times). The Speed, Quality, and Costs are shared, and if a DC roll is required, then everyone involved must roll.

EXAMPLE
The Wizard wants to do some research on a mysterious creature the group encountered in the Munchkin Mountains. GM rolls 3-1-2 and so determines the results:
Speed: 1, Quality: 2, Cost: 3.

Referencing the RESEARCH (Common/Safe) table, it will take a month to complete the research, the information will be reliable but incomplete, and the process will cost 100 GP. Before the Wizard decides, they roll for better research and, with an '18,' increases the Quality by 1. New results:
Speed: 1, Quality: 3, Cost: 3.

The information will be reliable and offer a lead, but it's going to be a month before the necessary book comes in. The Wizard still doesn't think it's worth the time and cost for the knowledge and so abandons their attempt.



MAKING & MENDING
Permanent or consumable goods. Weapons, tools, potions, etc. Maybe repairing a ripped dress or fixing the tire on a cart.

	SPEED	QUALITY	COST
1	1 Month	Single use	Quality × 2 GP (small) or 20 GP (big)
2	2 Weeks	Functional but delicate (2D8 uses)	Quality × 5 GP (small) or 50 GP (big)
3	1 Week	Functional and durable	Quality × 10 GP (small) or 100 GP (big)
4	1 Hour	Master craftsmanship (grants mechanical bonus)	Quality × 50 GP (small) or 500 GP (big)

PARTYING
Hosting a social event or looking for fun. Can be a little dangerous or totally safe. Alone or in the company of others.

	SPEED	QUALITY	COST
1	Event lasts a week (DC20 save or exhausted for a week after intermission)	Empty and boring	1 GP
2	Event lasts a day (DC15 save or exhausted for a day after intermission)	Busy or fun, but not both	10 GP
3	Event lasts a night (DC15 save or exhausted for a day after intermission)	Busy and fun	100 GP
4	Event burns white hot for an hour and then it's over (likely to increase TOTO by 1)	Busy, fun, and players make a new local connection	1,000 GP

PROMOTION
Self-promotion or maybe supporting a friend. Individual or for the group. Posters or perhaps posting notices around influential locations.

	SPEED	QUALITY	COST
1	2 Weeks	Negative exposure (DC15 save or next social interaction is unfavorable)	1 GP
2	1 Week	Mediocre exposure (DC15 roll for 2 favorable social encounters)	10 GP
3	1 Day	Good exposure (2D4 favorable social encounters)	100 GP
4	1 Hour	Phenomenal exposure (2D4 favorable social encounters and a lead)	1,000 GP

RECRUITMENT
Hiring help, rallying for a cause, or maybe sharing religion. Fliers and small events work but can also be door-to-door or imparting personal experiences.

	SPEED	QUALITY	COST
1	2 Weeks	Connect with 1D8 people, but no lasting connections	Quality × 1 GP
2	1 Weeks	Connect with 2D8 people and make 1 connection for a week	Quality × 5 GP
3	1 Day	Connect with 3D8 people and make 1 permanent connection	Quality × 10 GP
4	1 Hour	Connect with 4D8 people and make 2 permanent connections	Quality × 25 GP

RELAXING
Just getting away from it all. Not thinking about Witches or Wizards or Yellow Brick Roads, just resting and recovering.

	SPEED	QUALITY	COST
1	1 Week	Unfulfilled rest (no bonus)	Quality × 10 GP
2	1 Week	Mediocre rest (advantage on 1 skill for 1 week)	Quality × 20 GP
3	1 Week	Restorative rest (advantage on 1 ability for 1 week)	Quality × 50 GP
4	1 Week	Exhilarating rest (advantage on either 2 saves or attack rolls for 2D4 days)	Quality × 100 GP

RESEARCH (Common/Safe)
Nobody can know everything, but everyone can learn something. Especially if it's already known by someone else. Books are good, but so is talking to a local or scholar on the subject.

	SPEED	QUALITY	COST
1	1 Month	Not reliable	1 GP
2	2 Weeks	Reliable but incomplete	10 GP
3	1 Week	Reliable and offers a lead	100 GP
4	1 Day	Reliable and additional knowledge uncovered	1,000 GP

RESEARCH (Rare/Dangerous)
Just because it isn't known doesn't mean it's not knowable; it just means it probably shouldn't be known. Maybe it's closely guarded by a dangerous cabal.

	SPEED	QUALITY	COST
1	1 Month	Not reliable (DC10 save or noticed by interested parties)	1 GP
2	2 Weeks	Reliable but incomplete (DC10 save or noticed by interested parties)	10 GP
3	1 Week	Reliable and offers a lead (DC15 save or noticed by interested parties)	100 GP
4	1 Day	Reliable and additional knowledge uncovered (DC20 save or noticed by interested parties)	1,000 GP

RETAIL
Novelty purchases. Food and necessary supplies don't count here. Just the fun, unique, and interesting stuff.

	SPEED	QUALITY	COST
1	2 Weeks	Single use	Quality × 2 GP (small) or 20 GP (big)
2	1 Week	Functional but delicate (2D8 uses)	Quality × 5 GP (small) or 50 GP (big)
3	1 Day	Functional and durable	Quality × 10 GP (small) or 100 GP (big)
4	1 Hour	Master craftsmanship (grants mechanical bonus)	Quality × 50 GP (small) or 500 GP (big)

RISK-TAKING
Gambling, underground boxing, or maybe something more dangerous. There might even be some extra money in it if all goes well.

	SPEED	QUALITY	COST
1	1 Week	Bad outcome (HP drop for 1 week, lose triple Cost, secret exposed, etc.)	1 GP
2	1 Week	Bad outcome (HP drop for 2D4 days, lose double Cost, raised suspicion, etc.)	10 GP
3	1 Week	Good outcome (HP boost for 2D4 days, gain double Cost in profit, hear a rumor, etc.)	100 GP
4	1 Week	Good outcome (HP boost for 1 week, gain 10 × Cost in profit, discover a secret, etc.)	1,000 GP

THIEVING
A city the size of Oz is sure to be home to at least something of value. Maybe the prize itself isn't valuable but could be sold to an interested party.

	SPEED	QUALITY	COST
1	1 Month to prepare	50 GP (DC10 save or miss the prize)	10 GP and call in a favor
2	2 Weeks to prepare	100 GP worth of loot (DC10 save or miss the prize)	50 GP and call in a favor (DC10 save or get caught)
3	1 Week to prepare	1,000 GP worth of loot (DC15 save or miss the prize)	100 GP to prepare (DC10 save or leave evidence)
4	1 Day of preparation	10,000 GP worth of loot and not what they were expecting (DC20 or miss the prize)	100 GP to prepare (DC15 to frame someone else)

TRAINING
Trying to improve a skill? Want to learn how to ride a Sawhorse? The only way to improve is to practice because practice makes progress.

	SPEED	QUALITY	COST
1	1 Month	Novice (5% closer to goal)	Quality × 20 GP
2	2 Weeks	Assistant (10% closer to goal)	Quality × 50 GP
3	1 Week	Mentor (15% closer to goal)	Quality × 75 GP
4	1 Day	Expert (25% closer to goal)	Quality × 125 GP

WORKING
If the group isn't getting work, then someone has to keep food on the table. These truly are the salad days. The only legitimate way to make money during an intermission.

	SPEED	QUALITY	PROFIT
1	1 Month contract	Terrible (DC15 save or exhausted for following 1D6 days after intermission)	Quality × 10 GP
2	2 Week contract	Mediocre (DC10 save or exhausted for following 1D6 days after intermission)	Quality × 20 GP
3	1 Week contract	Good and comes with a perk during the contract	Quality × 100 GP
4	1 Day contract	Great and comes with a perk for 1 month after the contract	Quality × 250 GP

Chapter 2
The Cast

Oz is a highly social place. Getting to know its inhabitants is as important for survival as understanding the various districts and neighborhoods.

Descriptions and motives have been included for many of the non-player characters (NPCs), creatures, and factions that can be found around Oz. With this comes a few caveats. For one, no group is a monolith, and so the descriptions/traits/skills are a starting point and not an absolute. A faction of very serious Winged Monkeys could break off from the rest of the flock, or a Loon might loathe wrestling. This contrast of character can make Oz feel more alive and nuanced.

The major Personalities of Oz are marked with ♛ for quick reference. They include a brief list of traits (under the "**Wicked & Wonderful Leader**" header) that Ozians will likely discuss when said Personality is in (or pursuing) political power. Some consider these to be positive qualities, others think the opposite.

Note that the terms "Gillikin," "Munchkin," "Quadling," and "Winkie" refer to the District with which an Ozian most associates and does not reflect ancestry. The only defining feature will likely be a garment or accessory that highlights the District's color. The best way to pick a Munchkin out of the crowd in Winkie District is to find someone wearing blue.

Regarding factions, the stat blocks assume human ancestry, but that needn't be the case. Tik-Tok could be the leader of the Outfit, or a mouse could be a high-ranking Olive Knight. In this case, mix and match skills and traits as desired.

The author has written and used these statistics with the fifth edition of the world's oldest role-playing game system in mind. The information does not perfectly adhere to that system, so there's flexibility to adjust. With that said, there are a few notes toward understanding the following stat blocks:

- Only three save bonuses are provided (Excellent, Mediocre, and Poor). For any given check or roll, use the bonus that makes the most sense for the creature and whether they'd be great, fine, or bad at that check. If in doubt, no bonus.
- Add the first two numbers for the to-hit bonus (if this makes sense for the Gamemaster's system).
- Above all else, use common sense. Changing a few numbers will not fundamentally ruin the game, so long as it's consistent.



A–B–SEA SERPENT

Massive amphibious serpent. Scale patterns on its segmented body resemble a string of alphabet blocks. Naturally drawn to verbose and multilingual prey. Particularly violent around spelling and grammatical errors. Unable to fully leave the water, and its tail has never been seen. Scales from the serpent boost literacy and language comprehension.

HD 12 **HP** 125 **ARMOR** 17
SPEED 20′ (Land), 60′ (Swim)
SAVE +8, +5, +2
Immunity Mind-altering magic
Resistance Single element (see SPECIAL)
Weakness Radium weapons

ATTACK

- **Scold** 60′ radius, Intelligence save or take 3D12 mental damage (half damage if pass)
- **Bite** (2 attacks) each 2D12+8
- **Elemental Spit** (3 attacks) each 3D10+4
- **Wave of Element** 3D12 plus 3D12 elemental damage, save or be pushed back 60′ (can use every other round)
- **Blast Elemental Water** 100′ line, 1D10 plus 2D12 elemental damage
- **Summon Fog** Fills an area the size of a lake, lasts until wind or magic removes it

SPECIAL

- Can use its reaction (once/round) to change the scales on its body to spell a unique word relating to a single element (gains resistance and relevant attack damage becomes that element)
- Advantage on attacks against targets or objects at least 50% underwater
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Bite** (cost 1)
  - **Submerge** or **Breach Surface** (cost 2)
  - **Spit Elemental Water** (cost 2) 1D6 plus 1D12 elemental
  - **Save Any Fail** Take 10 damage (cost 3)

ANIMALS

There are countless types of animals in Oz (but only one duck). Use the provided stat block that best fits the animal and tweak accordingly. While these are generalized numbers, each animal is unique and all lifestyles are embraced. Some talk; others hate conversation. Some wear clothes; others find it humiliating. Whether or not humans and animals eat each other is up to the GM and, honestly, opens up a whole can of worms. Perhaps a pescatarian, vegetarian, or vegan diet is just the way of life in Oz.

ANIMALS (LARGE, CARNIVORES)

HD 6 **HP** 46 **ARMOR** 12
SPEED 30′
SAVE +5, +2, 0
Resistance Fear (when close to another carnivore)

ATTACK

- **Bite** 1D6+5 and **Claw** (2 attacks) each 1D8+5
- **Pounce** 1D8+2 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 3D4), save or fall prone

SPECIAL

- Advantage on attacks if another carnivore is within 10′
- Advantage on hearing- and smelling-based checks



ANIMALS (LARGE, HERBIVORES)

HD 6 **HP** 50 **ARMOR** 13
SPEED 30′
SAVE +4, +3, 0
Weakness Confusion

ATTACK
- **Bite** 1D4
- **Trample** 2D6+4
- **Ram** 1D6+3 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 6D4), save or be thrown back 30′

SPECIAL
- Advantage on fleeing if another herbivore is within 10′
- Advantage on hearing- and smelling-based checks





ANIMALS (SMALL)

HD 2 **HP** 5 **ARMOR** 8
SPEED 40′
SAVE +3, 0, -1
Immunity One status effect/condition (see SPECIAL)
Weakness Fear

ATTACK
- **Bite** (2 attacks) each 1D4
- **Scratch** 1D4
- **Summon Swarm** Same species (once/day)

SPECIAL
- Attacks ignore unnatural/non-magic armor (if unsure, assume target Armor is 10)
- Advantage on stealth and hiding
- Can exist in the same space as other creatures
- Each animal species is immune to one type of status effect/condition

ANIMALS (SMALL, SWARM)

HD 2 / pool **HP** 5 / pool **ARMOR** 10
SPEED 40′
SAVE X+3, X+1, X
Immunity Conditions affecting a single target, One status effect/condition (see SPECIAL)
Resistance Slashing, Piercing damage
Weakness Area-effect magic, Fear

ATTACK
- **Bite** XD4+X
- **Coat** Save (DC12+X) or be immobilized, can save every round
- **Move Target** Once coated, up to 30′

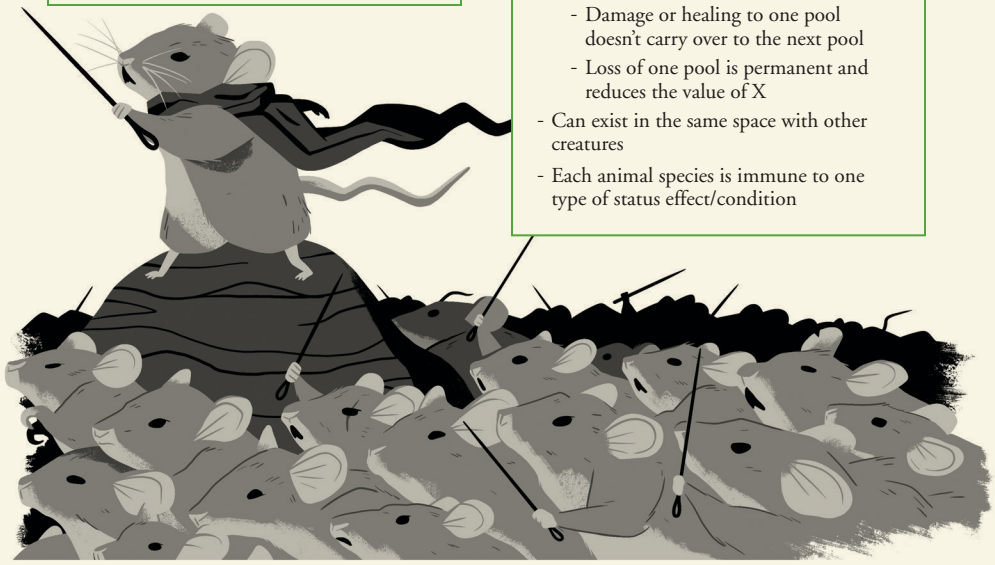
SPECIAL
- POOLS
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Damage or healing to one pool doesn't carry over to the next pool
  - Loss of one pool is permanent and reduces the value of X
- Can exist in the same space with other creatures
- Each animal species is immune to one type of status effect/condition

ANIMALS (MEDIUM)

HD 3 **HP** 18 **ARMOR** 12
SPEED 30′
SAVE +3, +1, -1
Resistance Fear (when near another animal)
Weakness Confusion

ATTACK
- **Bite** 1D4+3
- **Melee Attack** (2 attacks) each 1D4+1
- **Pounce/Ram** 1D6+3 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 3D4), save or be knocked prone (Pounce) or thrown back 10′ (Ram)

SPECIAL
- Advantage on attacks and fleeing if another animal of the same species is within 10′
- Advantage on hearing- and smelling-based checks





AWGWAS

Ancient creatures without conscience that loathe Fairies. Invisible unless you've already seen one and able to influence minds toward bad deeds. Drawn to crowds to feed on conflict.

HD 6 **HP** 40 **ARMOR** 13
SPEED 30′
SAVE +5, +2, 0
Immunity Fear
Resistance Mind-altering magic, Undead, Poison
Weakness Light/Holy damage

ATTACK
- **Slash** (2 attacks) each 1D8+5 plus 1D4 undead damage (undead damage can only be healed magically)
- **Bite** 1D6+2 and save or must instigate conflict for 2D4 hours
- **Cast Spell**
  - **Blind** 1 target (can save every round)
  - **Bad Luck** 1 hour (extra 1D4 damage when target is hit plus disadvantage on 1 ability)
  - **Shadow Teleport** Up to 100′ between shadows or natural/magical darkness

SPECIAL
- UNSETTLING FACE
  React to 1 melee attack per round and lower enemy's attack roll by 1D6
- Advantage on checks to subconsciously influence illegal or immoral activities
- Invisible to anyone until the Awgwa dies or you've seen an Awgwa before

BILLINA

The second most famous animal to travel with Dorothy to Oz. Billina was raised on the Gale Farm and was an authority among the animals. If the rooster was late or the sheep wouldn't come in for sheering, Billina made sure the issue was swiftly resolved.

Living in Oz, Billina serves as the Queen of the Chickens and is recognized as their ruler (under Ozma, of course). Her family is far reaching across the land, and it's nearly impossible to run across a henhouse without some connection to Billina. Those in Billina's favor often use this resource for quickly relaying information or discovering secrets that would rather remain hidden.

"Lucky for you we're here in Oz. Back on the farm, I could only say, 'Bok bok,' and you would've missed out on my expert opinions!"

PERSONALITY TRAITS
- Brash and talkative
- Sarcastic and stern
- Unafraid of those larger than herself
- Wants to relax and do what she wants

IDEALS
- Communication: there'd be far less trouble in the world if everyone would just open up and say what's on their mind

BONDS
- Loves Dorothy
- Thinks Cowardly Lion and Hungry Tiger are all posture and no pounce
- Respects Ozma
- Indifferent toward Glinda, Locasta, Verdella, and Mombi
- Thinks Patchwork Girl is very funny
- Thinks Cap'n Bill is a buffoon
- Believes Button-Bright would benefit from stern parenting
- Not afraid of the Nome King

FLAWS
- Never subtle and frequently insensitive

OTHER PROFICIENCIES
- Influential among most small animals
- Intimidation and persuasion

WICKED & WONDERFUL LEADER
- An animal
- Confident
- Honest
- Not Ozian

HD 6 **HP** 25 **ARMOR** 10
SPEED 20′, 40′ (Fly)
SAVE +4, +2, 0
Immunity Charm
Resistance Mind-altering magic
Weakness Wind

ATTACK
- **Peck** (2 attacks) each 1D4
- **Scratch** 1D4
- **Crow** 60′ radius, save or be deafened for 1D6 rounds
- **Summon Swarm** 1 pool each, Chickens (every other round)

SPECIAL
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Peck** (cost 1)
  - **Move** (cost 1) 30′
  - **Insult** (cost 2) 1D8+4 mental damage or save for half
  - **Summon Swarm** (cost 3)
  - **Save Any Fail** Take 10 damage (cost 3)





BUNNYFOLK

Roughly the size of human children, Bunnyfolk are one of the rare groups of animals that exclusively live in the city. Drawn to fine materials and ornamentation, even a Bunnyfolk of modest income will be dressed in splendid silks, suits, and accessories. Some, with their speed, keen sense of smell, and deceptively adorable appearance, have taken up bounty hunting. An Ozian whose demeanor changes when a Bunny enters the room is, without a doubt, hiding something.

NAMES
Wag, Shchetka, Fee de Marbourg, Ukho, Seryy, Chestnut, Amami, Bristle, Boloto, Kashemir

For Civilian Bunnyfolk, see CIVILIANS (pg. 21)

BUNNYFOLK
(BOUNTY HUNTERS)

HD 5 **HP** 30 **ARMOR** 13
SPEED 45′
SAVE +5, +2, 0
Resistance Poison, Trap damage

ATTACK
- **Dagger** (3 attacks) each 1D4+5
- **Kick** 1D8+2 and pushed back 30′ (save for half distance and damage)
- **Electric Glove** 1D12 and save or be paralyzed for 1 round
- **Radium Cuffs** Save (auto fail if paralyzed) or bind either legs or arms together

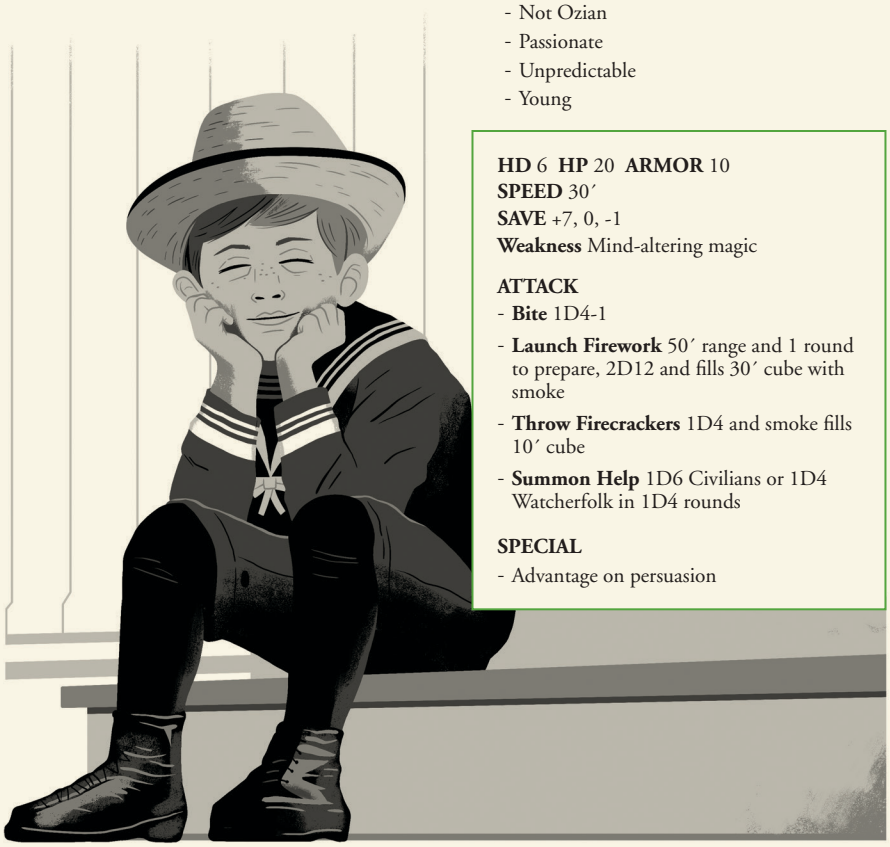
SPECIAL
- Triple advantage on tracking a target
- Advantage on finding and disarming traps

BUTTON-BRIGHT

While he and Dorothy were both unintentionally whisked away to Oz, the two couldn't be more dissimilar. Where Dorothy's modest upbringing influenced her values, Button-Bright only recalls wealth and opulence. His parents often boasted that he was the brightest boy in the city, and it left a lasting impression. Though he is still young and easily influenced, Button-Bright has found a way into the most affluent and fashionable spots in Oz.

The boy is constantly confused, but somehow his blend of silence and question-asking is interpreted as brilliance. It's not uncommon for Button-Bright to meet a question with a question, only for others to jump to conclusions that make him sound very wise. Most in Oz are easily duped by this behavior, but not Cap'n Bill. The two met after Button-Bright found the Magic Umbrella (a Relic of Oz) and transported both of them, along with the sailor's surrogate daughter (Trot), to Oz. Button-Bright believes he can take care of himself, but that doesn't stop Cap'n Bill from taking on a parental role. Though Button-Bright may hide it, he is just as concerned with finding Trot as Cap'n Bill. It's one of the rare points upon which they both agree.

"Wow! So you have no idea how to get home? I wonder if Ozma could help with that? Had you considered speaking with her?"



PERSONALITY TRAITS
- Slow to understand but very confident
- Prone to strong emotions
- Elitist and enjoys fine things
- Short attention span
- Hates responsibility
- Wants to experience the most lavish things that Oz has to offer

IDEALS
- Luxury: if it doesn't taste good, sound pretty, or look nice, then it isn't worth having around

BONDS
- Admires Dorothy and Ozma for their maturity and leadership
- Thinks Tin Woodman and Tik-Tok are very neat and wants to learn more about them
- Knows Shaggy Man secretly wears rich rags
- Wishes Cap'n Bill would stop checking in on him
- Worried for Trot and wants to find her

FLAWS
- Overconfident

OTHER PROFICIENCIES
- Convincing others he's a very important child
- Knowing the value of something
- Getting his way
- Influencing those in power

WICKED & WONDERFUL LEADER
- Not Ozian
- Passionate
- Unpredictable
- Young

HD 6 **HP** 20 **ARMOR** 10
SPEED 30′
SAVE +7, 0, -1
Weakness Mind-altering magic

ATTACK
- **Bite** 1D4-1
- **Launch Firework** 50′ range and 1 round to prepare, 2D12 and fills 30′ cube with smoke
- **Throw Firecrackers** 1D4 and smoke fills 10′ cube
- **Summon Help** 1D6 Civilians or 1D4 Watcherfolk in 1D4 rounds

SPECIAL
- Advantage on persuasion

CAP'N BILL WEEDLES

THE CAPTAIN • SAILOR BILL

Life at sea is nothing like living in Oz. The ocean is unpredictable, sure, but there are still limits to what it can do. Cap'n Bill just wants to get back home safely with Trot, his surrogate daughter and ward. The two were swept up in an adventure after Trot wanted to picnic with her friend, Button-Bright, and the three were taken away to the weird and worrying land of Oz. Cap'n Bill would prefer if this was all a bad dream.

And what a dream it is. Trot went missing and her friend, Button-Bright, avoids the Captain as much as possible. Bill is trying to do the right thing, but these children are making it impossible. Before arriving in Oz, he went on a number of adventures, met Mermaids, was briefly transformed into a grasshopper, and helped Trot conquer an island, but he's the last person to bring any of this up. Who wants to hear about fanciful and frivolous stories like that?

"Yer not baffled by all o' this? The walkin' clocks and the talkin' dinner rolls? Should I be impressed or concerned?"

PERSONALITY TRAITS
- Surly and ill-tempered
- Tough exterior protecting a gentle core
- Not afraid to take on a challenge
- Wants to find Trot and leave Oz

IDEALS
- Family: even if you're not related by blood, it still runs thicker than seawater

BONDS
- Looking for Trot, his ward and the daughter of his first mate
- Feels responsible for the safety and well-being of Button-Bright
- Worries Dorothy is too independent for her age
- Doesn't think Ozma should be responsible for the entire land of Oz

FLAWS
- Overwhelmed by guilt and responsibility

OTHER PROFICIENCIES
- Skilled sailor
- Knowledgeable on weather patterns and aquatic creatures

WICKED & WONDERFUL LEADER
- Assertive
- Humble
- Mature
- Not Ozian



HD 8+X **HP** HD × 6 **ARMOR** 13+X
SPEED 30′
SAVE X+5, X+3, 0
Resistance Fear, Poison

ATTACK
- **Blow Smoke** Obscuring fog in 30′ radius, Cap'n Bill can see through it
- **Poison Sword** (3 attacks) each 1D8+X (save against current poison, see SPECIAL)
- **Radium Dagger** 1D4 and **Kick** 1D6+3
- **Throwing Knife** 1D4+3

SPECIAL
- Cap'n Bill learns over time, X = number of times Bill has seen the player characters fight (with, against, or as an observer)
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Poison Sword Attack** (cost 1)
  - **Move** (cost 1) 30′
  - **Parry** (cost 1) during a melee attack (roll 1D6+X and add to armor)
  - **Change Sword Poison** (cost 2)
  - **Save Any Fail** Take 10 damage (cost 3)

CHISS

Evil spirits that resemble giant porcupines. Violent and ill-tempered. Quills are like arrows and make excellent weapons. A Chiss can't grow new quills, so it goes to great lengths to collect arrows and the natural quills it releases.

HD 4 **HP** 40 **ARMOR** 14
SPEED 30′, 45′ (Roll)
SAVE +4, +1, 0
Immunity Dark magic, Non-magic projectiles
Resistance Piercing damage, Poison
Weakness Light/Holy magic

ATTACK
- **Bite** 1D4+1 (damage can't be healed until wound is run under fresh water)
- **Rolling Ram** 1D4+4 plus additional 1D4 for every 5′ it rolls this round before it attacks (up to 9D4)
- **Shoot Quills** 4D4+4 (only twice until quills are recovered)

SPECIAL
- Projectiles shot at a Chiss become part of its coat and adds any unique properties to its **Shoot Quills**





CHOGGENMUGGERS

Giant plated mammals. Durable scales can be used for armor while both claws and teeth can be used to make weapons effective against reptiles and Dragons. Stomach is often full of valuables and it loves the taste of Dragon meat above all else.

HD 17 **HP** 200 **ARMOR** 14
SPEED 40′ (Any rock surface, Burrow)
SAVE +10, +6, +2
Immunity Earth magic
Resistance Non-magic/non-Radium weapons
Weakness Axes, Radium weapons (Radium Axe does triple damage)

ATTACK
- **Bite** 3D12+10 plus 1D12 acid
- **Claw** (3 attacks) each 2D12+6
- **Inhale** 50′ cone, sucked 30′ closer or save for half
- **Tongue Lashing** (Inside mouth) 3D6+2 plus 3D6 acid
- **Spit Out** 60′ and 6D6 damage or save for half
- **Head Shake** Save or 3D12 (automatically fail if inside mouth)

SPECIAL
- Advantage on attacks against reptiles, crocodilians, and Dragons
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Burrow** (cost 2) 30′, doesn't provoke attack and leaves a tunnel behind
  - **Inhale** (cost 3)
  - **Save Any Fail** Take 10 damage (cost 3)

CIVILIANS

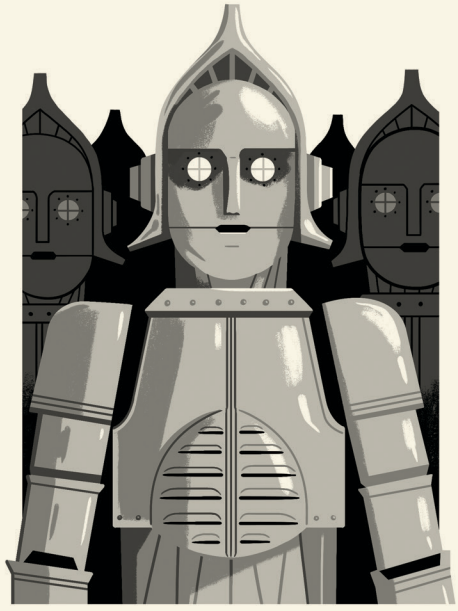
The noncombative folks of Oz. Can be farmers, nobles, the Mayor, civil servants, and everything in between. Ancestry is flexible, though a Civilian Bunnyfolk may be faster than a Thist, or a human might punch harder than a Cuttenclip. Follow your instincts.

HD 1 **HP** 3 **ARMOR** 10
SPEED 30′
SAVE +1, 0, -2

ATTACK
- **Punch** 1 damage
- **Use Something** 1D4
- **Call for Help** Roll 1D8, 1–5: no help, 6–7: 1D4 Civilians, 8: 1D4+1 Watcherfolk (once/day)

SPECIAL
- Always knows somebody helpful; roll 1D4 to sort out how removed the connection is (the further removed, the less likely the connection is to help)





CLOCKWORK DENIZENS

Made from a mix of tin and copper and filled with intricate clockwork mechanisms, these constructs range in size, strength, and sentience. Some are constructed to serve a single function while others are scholars and acclaimed critical thinkers. Most hold Tik-Tok and Tin Woodman in high regard for their work and tireless fighting and for the rights of all Clockwork Denizen.

NAMES
Fusee, Abacus, Pivot, Morse, Alloy, Mainspring, Volvelle, Winder, Breguet, Yupana

HD 6 **HP** 40 **ARMOR** 12 (Base)
SPEED 30′
SAVE +4, +3, 0
Immunity Mind-altering magic
Resistance Cold, Force, Fire, Non-magic/non-Radium weapons
Weakness Electricity, Radium weapons

ATTACK
- **Punch** (2 attacks) each 1D8+4 and save or be thrown back 20′
- **Restrain** +10 STR
- **Grab** (+10 STR) and **Throw** 30′ plus 3D6 damage
- **Disarm** Contest against target with +6 to either speed or strength, can use that weapon for future attacks

SPECIAL
- ANALYZING
  Armor increases by +1 every round
- Any electricity damage resets armor
- Can learn languages after seeing two pages' worth of translated text
- Can replicate most noncombat actions after being shown it only once
- Never tire, sleep, or need food



COTTABUSES

Part rabbit, part beaver, entirely inquisitive creature. Endlessly pesters intelligent creatures with questions and will often travel long distances to find answers. Perfect memories and excellent resources for local knowledge.

HD 2 **HP** 15 **ARMOR** 12
SPEED 45′
SAVE +5, +1, -1
Immunity Mind-altering magic
Resistance Mental magic
Weakness Radium/silvered weapons

ATTACK
- **Bite** 1D4+1 and **Tail Slap** 1D6+1
- **Scratch** (3 attacks) each 1D4-1
- **Ask Question** 1D12+5 mental damage for wrong answer or silence

SPECIAL
- Advantage on attacks against wood
- Quadruple advantage on checks against deception



COWARDLY LION

THE KING OF THE FORESTS

While he would never admit to it, Cowardly Lion wields as much influence with the animals of Oz as Ozma herself. The story of how he helped Dorothy Gale defeat Verdella (the Wicked Lich of the West) is the stuff of legends!

What the stories don't mention, and it's something Cowardly Lion would never share, is that he now heavily relies on the courage given to him by the Wizard (Oscar Diggs). Most days the Lion is a gentle giant that couldn't hurt a fly. But too often there are times when Cowardly Lion needs a drop of courage and the canteen never seems to run out.

If Cowardly Lion has too much courage then he loses nearly all speech and reason. Courageous Lion is focused and confident and everything that Cowardly Lion is not. With this comes violence and anger and fear. Neither state feels they can exist without the other, and there's no denying that a glass half-full is also half-empty.

"Please don't ask me to help. I don't have much courage in me, and without it, I'm nothing more than a kitten in a cage."

PERSONALITY TRAITS
- Strict pacifist or aggressive hunter
- Kind or vindictive
- Optimistic or extremely pessimistic
- Easily befriends most animals
- Loves art and beauty
- Wants to be rid of the bottle of courage

IDEALS
- Appearance: you are what others perceive you to be

BONDS
- Loves Hungry Tiger
- Respects Ozma, Glinda, and Locasta
- Friends with Dorothy, Jack Pumpkinhead, Scarecrow, Tin Woodman, and Shaggy Man
- Afraid of Verdella
- Finds Billina very funny

FLAWS
- Heavily relies on his courage when presented with a challenge

OTHER PROFICIENCIES
- Has connections in both the north and south forest as their King of the Forests
- Excellent tracker and singer

WICKED & WONDERFUL LEADER
- An animal
- Commanding
- Powerful
- Unpredictable

HD 12 **HP** 60 (Phase 1), 60 (Phase 2)
ARMOR 16
SPEED 45′
SAVE +8, +4, 0

PHASE 1
Resistance Saves against magic, Poison
Weakness Fear

ATTACK
- **Evade** +3 to Armor until next turn
- **Claws** (2 attacks) each 1D8+8
- **Shove** (+10 STR) pushed back 20′
- **Summoning Roar** Every other round, 1D4+1 Large Animals (Lions, Tigers, or Bears)

SPECIAL
- Triple advantage on interactions with other animals
- Can flee a conflict without provoking attack
- Triple advantage on hiding
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 1 HP, Cowardly Lion immediately drinks from his canteen full of courage and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2
Immunity Fear and Mind-altering magic
Resistance Non-magic weapons, Poison

ATTACK
- **Claws** (3 attacks) each 1D8+8
- **Slash** Up to 4 targets beside Lion, 2D8+8 or save for half
- **Bite** 1D8+4 and **Toss** (save or be thrown 30′ and 3D6 damage)
- **Roar** 60′ radius, 1D12 and save or be deafened for 1 minute, animals also treat Roar as Fear spell

SPECIAL
- All melee attacks by Lion and against Lion roll with advantage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Save Any Fail** Take 10 damage (cost 3)



CUTTENCLIPS

Small paper people. Descended from the first families made by a human named Miss Cuttenclip. Most adore fashion and, with their short attention spans, change styles regularly. Their paper influences many aspects of a Cuttenclip, and those cut from rare tomes and secret scrolls will be affected by the information.

NAMES
Crimp, Dot, Kirie, Emboss, Lotte, Petal, Batik, Pleat, Shears, Koerten, Papel Picado, Appliqué, Snip, Confetti, Daisy

For Civilian Cuttenclips, see CIVILIANS (pg. 21)

CUTTENCLIPS (SAGES)

HD 5 **HP** 25 **ARMOR** 10
SPEED 25′
SAVE +7, 0, -1
Immunity Fire or Water, 1 element (see SPECIAL)
Resistance Bludgeoning
Weakness Wind, Fire, or Water (see SPECIAL)

ATTACK
- **Paper Cut** 1D4 plus save or blind with pain for 1 round
- **Cast Spell**
  - **Elemental Ball** 6D6 or save for half
  - **Elemental Breath** 30′ cone, 3D6 or save for half
  - **Heal** 2D10+7
  - **Shield** 1 target for 3 rounds
  - **Compel Truth** 1 target, answer honestly or save to evade
  - **Dispel Magic** 10 points to use, subtract dispelled spell level (1 for level 0 spells) from 10 until 0, recharges each day

SPECIAL
- Protected from either water or fire and one additional element with magic runes
- At least one spell permanently written on their bodies
- Advantage on fleeing and hiding

DAUGHTERS OF THE RAINBOW

THE SKY FAIRIES

Older sisters of Polychrome and half sister of Princess Ozma. They are the least connected to Oz and its inhabitants. Where Polychrome is interested and confused by humans, animals, and the other denizens, the Daughters are indifferent to anything outside of the Rainbow Realm. They literally and figuratively see Oz as beneath them. Powerful and arrogant and easily offended.

NAMES
Sunlight, Moonlight, Starlight, Daylight, Electra, and Firelight



HD 18 **HP** 140 **ARMOR** 14
SPEED 60′ (Hover, Fly)
SAVE +10, +7, +3
Immunity Blindness, Mind-altering magic, Light magic
Resistance Saves against magic, Non-magic/non-Radium/non-iron weapons
Weakness Radium/iron weapons

ATTACK
- **Scepter** (2 attacks) each 1D6+3 plus 5D8 light damage
- **Light Beam** 100′ line or 50′ cone, 6D8 light damage or save for half
- **Cast Spell**
  - **Heal** 4D8
  - **Confuse** 1 target for 1 minute (can save every round)
  - **Charm** 1 target for 1 hour (can save)
  - **Blinding Light** Fills a room, blinded for 1 minute (can save every round)
  - **Seeing Spots** Daughter moves 10′ whenever directly looked at, closing eyes or peripheral vision negates this and spell ends when Daughter takes targeted damage
  - **Refraction** Daughter creates duplicate 10′ away while turning invisible, can't do melee attacks and duplicate remains until she's discovered

SPECIAL
- Doesn't provoke attacks when flying away from target (if already flying)
- Light damage is doubled if in the corresponding Daughter's environment (during the day for Sunlight, at night for Moonlight or Starlight, near electric lights for Electra, etc.)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Scepter Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Teleport** (cost 2) 60′
  - **Light Flash** (cost 2) 30′ radius, 3D8 light damage or save for half
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain, a Daughter will resurrect in the Rainbow Realm in 1D4 days unless the power of her true name is used against her (to be determined by the GM)

DOROTHY GALE & TOTO

DOTTY • HERO OF OZ

There are many debates over who is more famous in the Wondrous Land of Oz: Princess Ozma or Dorothy Gale. The latter is responsible for vanquishing two witches in just a few days, and this was without any magic at all. Sure, she had the Slippers, but she didn't know their potential until after the hard work was done. She's nothing if not resourceful.

Dorothy has had countless adventures in Oz, and her time in this magical land has left its mark. Neither she nor her dog have aged much, and she's established a reputation as someone to find when there's a problem to solve. Whether it's trouble at the Emerald Citadel, a District-wide mystery, or a conflict in an Outer Region, Dorothy and Toto are on the case.

"Oh, Toto, I hope we can help these kind folks with their troubles!"

PERSONALITY TRAITS
- Kind and gentle
- Unwaveringly optimistic
- Excellent listener
- Empathetic and compassionate
- Easily makes friends
- Wants to help as many Ozians as possible

IDEALS
- Family: any place can be a home if it's built and filled with love

BONDS
- Respects Ozma, Glinda, and Locasta
- Fearful of Verdella
- Loves Scarecrow, Tin Woodman, Cowardly Lion, Billina, Tik-Tok, Jack Pumpkinhead, Hungry Tiger, Patchwork Girl, and Shaggy Man
- Friends with Cap'n Bill and Button-Bright
- Thinks Oscar Diggs is mostly harmless
- Polite with Polychrome

FLAWS
- Unwilling to accept failure

OTHER PROFICIENCIES
- Very good luck and often stumbles into the solution
- Knows something about almost everything in Oz

WICKED & WONDERFUL LEADER
- Gentle
- Inquisitive
- Relatable
- Not Ozian



HD 8 (Dorothy), 3 (Toto) **HP** 50, 15
ARMOR 12, 10
SPEED 30′
SAVE +5, +3, +1
Resistance Mind-altering spells, Saves against magic

ATTACK

Dorothy: 1 attack
- **Discover Weakness** Knows a target's weaknesses or grants advantage for one type of attack (magic, arrows, cold, etc.) against the target for the remainder of encounter
- **Shaming Smack** 1D4-1 and disadvantage on attacks for 1 round
- **Call for help** Once (Roll 1D8, 1–2: no help, 3–4: 1D6 Civilians, 5–6: 1D6 Watcherfolk, 7–8: 1D6 Large Animals)
- **Environmental Danger** Causes 200 total damage against single target or multiple targets (building collapses, trees fall, etc.; once/month)

Toto: 1 attack
- **Bite** 1D4
- **Discover Secret** Find trapdoor, see the invisible, sniff out poison, etc. (Dorothy immediately understands)

SPECIAL
- Attacks against Dorothy and Toto roll at disadvantage
- Dorothy rerolls any dice if the result is '1'
- Advantage on any checks a detective would use

DOUGHANS

Sentient baked goods. Doughans come in all shapes and sizes, from muffin to naan, gingerbread to concha. Frosting or glazing denotes status and is a quick way to assess a Doughan's wealth. Known as bakers, chefs, and cooks, but some use this as a cover for thievery. No one would suspect the unassuming catering company of larceny.

NAMES
Lavish, Panettone, Shortcrust, Galette, Sour Sue, Llonguet, Crumbs, Roti, Crusty Tom, Choux

For Civilian Doughans, see CIVILIANS (page 21)

DOUGHANS (THIEVES)

HD 7 **HP** 40 **ARMOR** 10, 14 (Glazed)
SPEED 40′
SAVE +6, +3, 0
Resistance Falling damage

ATTACK
- **Dagger** 1D4+6
- **Throwing Knife** (2 attacks, once unless knives are recovered) each 1D4+6
- **Smoke Bomb** 30′ radius, no visibility and save or take 1D8 poison damage

SPECIAL
- One successful fire-based attack melts glazing and lowers Armor to 10
- Advantage on all thieving-based rolls
- Triple advantage on thieving or attacks (including damage) if target isn't focused on them
- Can flee a conflict without provoking attack



DRAGONS

The oldest and first creatures in all of Oz. Live underground and only surface once every 100 years to feed. Passive and unconcerned with most events due to their nearly indestructible hides. They fear Choggenmuggers, as their teeth and claws easily pierce a Dragon's hide. Upon death, a Dragon speaks only the truth.

HD 15 **HP** 200 **ARMOR** 18
SPEED 40′ (Any rock surface, Burrow, Swim)
SAVE +9, +6, +2
Immunity Earth magic
Resistance Non-magic/non-Radium weapons
Weakness Radium weapons, Choggenmugger teeth/claws

ATTACK

- **Bite** 3D10+9 plus 2D12 fire and **Slam** 2D10+9
- **Claw** (3 attacks) each 3D8+6
- **Stomp** 60′ radius, 1D6 cracks appear in the ground, save or fall prone and fall into 20′ deep crack if fail by more than 10
- **Breathe Fire** 50′ cone (5D12 damage or save for half)
- **Tail Sweep** 360° spin, save or take 6D12 damage and be thrown back 60′

SPECIAL

- STONE SENSE
  Can sense any movement on the same natural rock surface in 500′ radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Burrow** (cost 2) 30′, doesn't provoke attack and leaves no trace behind
  - **Flaming Spit** (cost 2) 3D6
  - **Save Any Fail** Take 10 damage (cost 3)

VARIANTS

Evolution is a known occurrence in the long history of Dragons. There are a number of well-documented phenomena and, in rare cases, multiple mutations.

- **ALBINO** No pigment, completely blind, weak to sound magic but can't be deceived
- **FLYING** Winged but can't swim
- **SCALELESS** Armor is 12 and no resistances, speed is doubled
- **TWO-HEADED** Double the breath and bite attacks, susceptible to confusion
- **VEGETARIAN** Only eats mushrooms and gemstones, inflicts poison damage instead of fire
- **WATER-BREATHING** Can only swim and can't breathe air, breath boils water for a moment, weak against electricity

DRAGONETTES

Young Dragons. Lean with glowing eyes. More restless than their elders and occasionally break tradition and surface before the 100 years of fasting are up. Playful and inquisitive but rarely turn down a chance to eat. Upon death, a Dragonette reveals a secret only they know.

HD 11 **HP** 90 **ARMOR** 15
SPEED 40′ (Any rock surface, Burrow, Swim)
SAVE +6, +4, 0
Immunity Earth magic
Resistance Non-magic/non-Radium weapons
Weakness Radium weapons, Choggenmugger teeth/claws

ATTACK

- **Bite** 1D10+6 plus 1D12 fire and **Slam** 1D10+6
- **Claw** (2 attacks) each 1D10+6
- **Glare** Save or be paralyzed for as long as the Dragonette is watching (can save every round)
- **Breathe Fire** 30′ cone (3D12 damage or save for half)
- **Tail Whip** 20′ reach 2D12 damage and be thrown back 20′

SPECIAL

- STONE SENSE
  Can sense any movement on the same natural rock surface in a 250′ radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Burrow** (cost 2) 30′, doesn't provoke attack and leaves no trace behind
  - **Flaming Spit** (cost 2) 2D6
  - **Save Any Fail** Take 10 damage (cost 3)

VARIANTS

Evolution is a known occurrence in the long history of Dragons. The following are just a few of recorded mutations.

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- **WATER-BREATHING** Can only swim and can't breathe air, breath boils water for a moment, weak against electricity



FIGHTING TREES

Sentient trees charged with protecting the southern forest of Oz. Confrontational at the best of times. Live by strict rules and refuse any sort of persuasion or kindness.

HD 7 **HP** 50 **ARMOR** 11
SPEED 5′
SAVE +5, +2, 0
Immunity Mind-altering magic, Bludgeoning
Resistance Cold, Water, Poison
Weakness Fire, Axes

ATTACK
- **Branch Whip** (2 attacks, 30′ reach) each 1D4+5
- **Rotten Apple** (Ranged, 2 attacks) each 1D4+2 and save or be blinded for 1 round
- **Insult** Single target, 1D10+2 mental damage or save for half
- **Grab** (+10 STR) and **Squeeze** 1D8+5
- **Grab** (+10 STR) and **Toss** 40′ for 4D6

SPECIAL
- GROUND SENSE
  Can sense any movement on the same natural surface in 100′ radius
- Triple advantage on blending in with other trees when motionless

FUDDLES

Puzzle people. All shapes and sizes, but only as wide as thick cardboard. Fuddles are unable to put themselves back together if they fall apart but aren't inconvenienced by missing pieces. Most love games and can rarely pass up a good riddle, test, or puzzle. Some use their thin and mutable forms to take on dangerous and illicit work like thievery and assassination.

NAMES
Petersen, Quixotic, Scrambles, Fermat, Konig, Collatz, Basel, Ramsey, Jumble, Wheezily

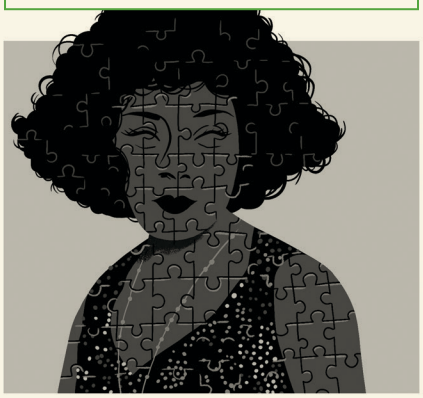
For Civilian Fuddles, see CIVILIANS (pg. 21)

FUDDLES (ASSASSINS)

HD 6 **HP** 40 **ARMOR** 10
SPEED 60′
SAVE +5, +2, -1
Immunity Confusion
Resistance Cold, Mind-altering magic
Weakness Wind, Force

ATTACK
- **Poison Dirk** (2 attacks) each 1D6+5 plus save against single poison type (see SPECIAL)
- **Poison Dart** 1 damage and DC20 save against poison (1 week later paralyzed and 1 week after that, death, once/encounter)
- **Hand Crossbow** (2 attacks) each 1D6+5

SPECIAL
- Advantage on hiding
- Triple advantage on attacks (including damage) if target isn't focused on them
- Can flee a conflict without provoking attack
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds
- Cure for Poison Dart exists and to be determined by the GM





GARGOYLES

Inquisitive creatures made of wood. Not native to Oz. Mouths don't open, so communication is done through a wide range of hand gestures. Removable wings flap with well-oiled hinges. They seek the best trees and wood for growing and carving more Gargoyles.

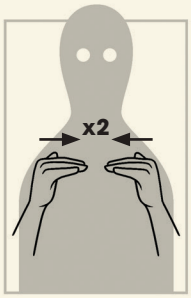
HD 5 **HP** 20 **ARMOR** 12
SPEED 30′ (Land, Fly)
SAVE +4, +2, 0
Resistance Bludgeoning, Cold, Water, Saves against magic (except hearing magic)
Weakness Hearing-based magic, Fire, Axes

ATTACK
- **Claw** (2 attacks) each 1D4+2
- **Lift** (+6 STR) and **Drop** 30′ for 3D6
- **Sawdust** 30′ cone, save or be blinded for 1 round
- **Warp Wood** Alter 5′ cube of wood within 60′ (spikes, hole, barricade, etc.)
- **Rejuvenate** See SPECIAL

SPECIAL
- Completely silent when moving
- Advantage of fleeing and hiding
- REJUVENATION
  Can react once/round by touching wood to absorb and regain HP comparable to the size of the resource (weapon handle regains 1D8+1, table regains 2D8+2, tree regains to full, etc.); resource is then brittle and crumbles

GARGOYLES (LANGUAGE)

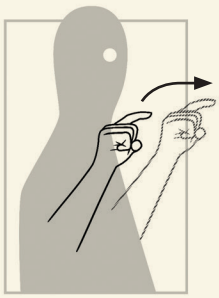
The number of gestures that make up the language of the Gargoyles is far more thorough than what is included here, but this is a start. Some of these gestures have been documented, and anyone who speaks Ozian Sign Language (OSL) will immediately understand.



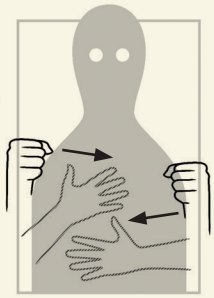
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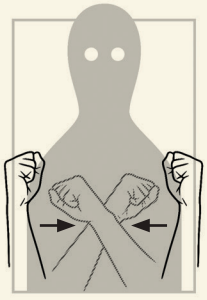
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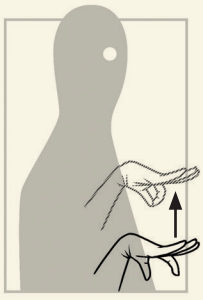
FAR



FEAR



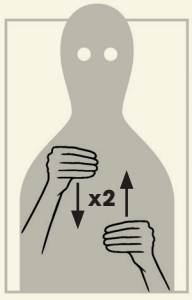
FIGHT



FIND
(Discover, Locate)



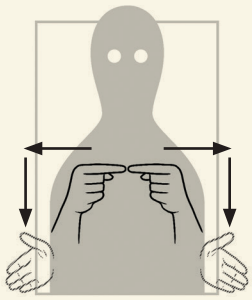
FIRE
(Flame, Burning)



FIX
(Repair)



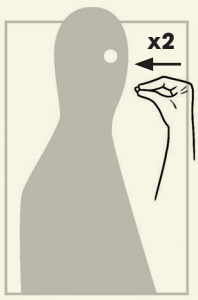
FLEE
(Escape)



FOE



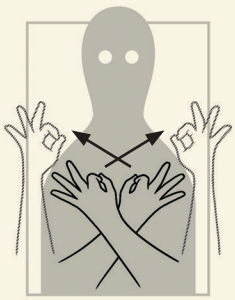
FOLLOW
(Chase)



FOOD



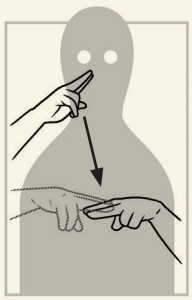
FOOL
(Trick)



FREE



FRIEND



FUN



GIANTS

Great hulking creatures with three eyes that love nothing more than to fight. No one knows their origin and there are only a handful in all of Oz. Their eyes continue looking even after the Giant dies and can be used for powerful divining magic.

HD 12 **HP** 100 **ARMOR** 14
SPEED 50′
SAVE +10, +3, 0
Resistance Illusion and Deception, Non-magic weapons
Weakness Light, Blindness

ATTACK

- **Pound** (2 attacks) each 2D10+10
- **Kick** 2D10+10 and thrown back 60′
- **Slap** Up to 4 targets beside Giant, 3D8+10 and be thrown back 40′ or save for half damage and distance
- **Hurl Ground** 100′, 3D10+10

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Pound** (cost 1)
  - **Move** (cost 1) 30′
  - **Finger Flick** (cost 2) 2D10
  - **Ground Slam** (cost 3) 20′ radius 3D8 and fall prone or save for half damage and stay standing
  - **Save Any Fail** Take 10 damage (cost 3)

VARIANT

While each Giant is unique, there are rumors of one that stands apart from the rest.

- **TAFFY** Only one in existence. Made of taffy and only has two eyes. Weak against fire and cold but normal weapons don't cause damage and are likely to get stuck in its body

GLINDA

THE GOOD LICH OF THE SOUTH

Glinda's strength is known across Oz. She is arguably the most powerful sorceress in the land and is equally famous for her poise and grace. Glinda has a spotless reputation and only engages when appropriate, especially when it requires the use of magic.

Her deliberation and patience mean she's rarely the first to speak or act, and this is intentional. One of Glinda's greatest skills is listening and learning before drawing any conclusions.

"I hear your concern and understand what you are asking. Unfortunately, I do not think my involvement would be wise or, to be candid, at all necessary."

PERSONALITY TRAITS
- Calm and collected
- Polite and patient
- Respectful in any disagreement
- Unwavering confidence
- Wants to be aware of all goings-on in Oz using the Great Book of Records

IDEALS
- Courtesy: treating each other as we wish to be treated is the only way to behave

BONDS
- Trusts Ozma
- Respects Locasta and Verdella
- Believes Oscar Diggs is a fool
- Friendly to Dorothy, Patchwork Girl, and Jinjur
- Pities Mombi

FLAWS
- Cannot be swayed once she's made a decision

OTHER PROFICIENCIES
- Adept at all magic
- Excellent diplomat and negotiator

WICKED & WONDERFUL LEADER
- Confident
- Independent
- Powerful
- Patient

HD 18 **HP** 150 (Phase 1), 65 (Phase 2)
ARMOR 15
SPEED 50′ (Land, Fly)
SAVE +10, +6, +4
Immunity Poison, Mind-altering magic, Undead magic, Red weapons
Resistance Magic, Saves against magic, Cold, Non-magic/non-Radium weapons

PHASE 1

Weakness Green weapons, Water

ATTACK
- **Scepter** (3 attacks) each 1D6+4
- **Summon Guards** (Once/day, use WATCHERFOLK page 61)
- **Summon Rak** Arrives in 1D6 rounds (once/day)
- **Cast Spell** Typical spells up to level 7 plus the following:
  - **Bubble** Single target, nothing in or out except Radium or red objects.
  - **Magic Armor** +3 to Armor for 5 rounds
  - **Evaporate Liquids** 10′ cube
  - **Understand** 4 targets save or disadvantage on attacks against Glinda for 1 round
  - **Charm** 4 targets for 1 minute (can save every round)
  - **Command** 4 targets for 1 minute (can save every round)
  - **Hold** 4 targets for 1 minute (can save every round)
  - **Bind** DC20, fail and bind legs and arms together (save every round)
  - **Teleport** Self, 50′

SPECIAL
- Wears necklace with a large pearl that changes to black when it hears a lie
- Advantage on charisma checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Scepter Attack** (cost 1)
  - **Move** (cost 1) 50′
  - **Teleport** (cost 2) 50′
  - **Wave of Kindness** (cost 2) 10′ radius, 3D6 burning love or save for half
  - **Save Any Fail** Take 10 damage (cost 3)

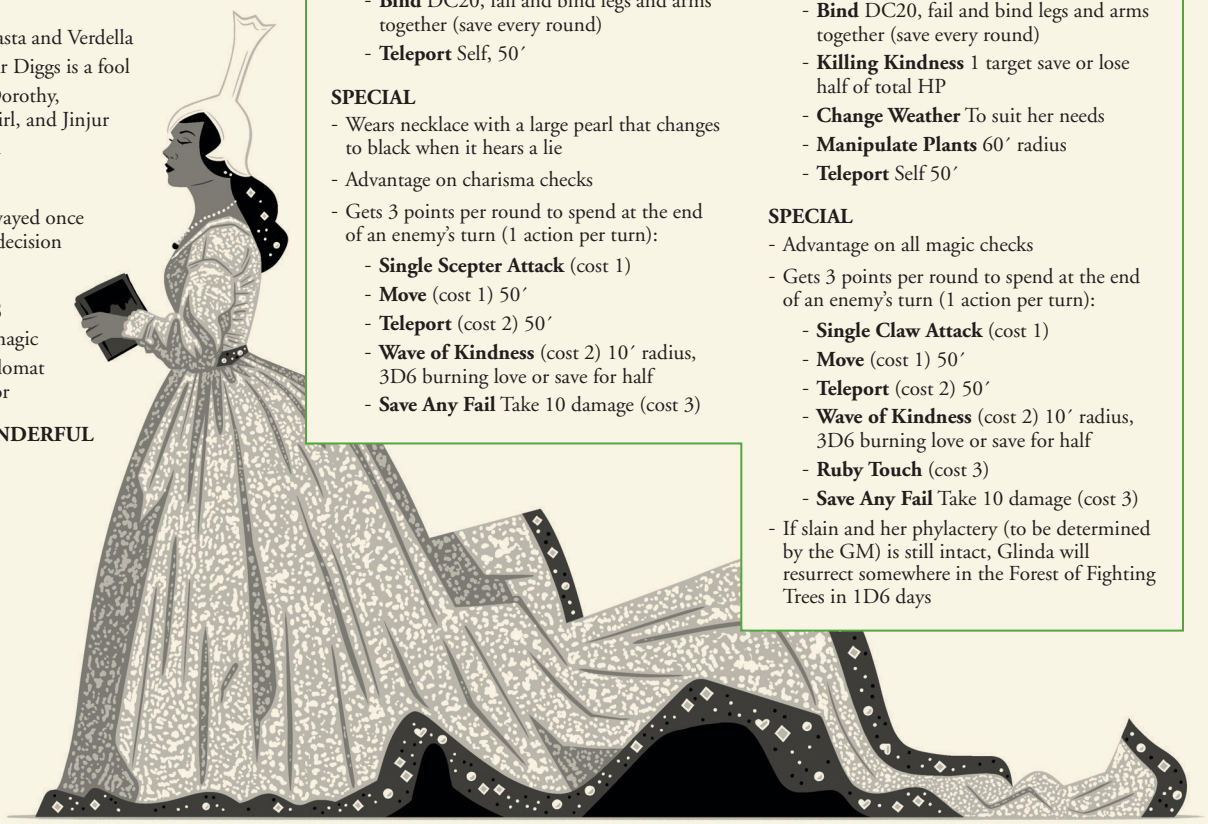
PHASE CHANGE
- After losing all Phase 1 HP, Glinda's appearance cracks and shatters to reveal a ruby skeleton and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

Weakness Green weapons, Holy/Light magic

ATTACK
- **Claws** (3 attacks) each 1D6+6 (save or paralyzed for 1 round)
- **Anti-Magic Touch** Up to 2 targets, all magical effects or resistances end and they cannot cast spells or use magic items, lasts 1D4 hours or save for half
- **Ruby Touch** Turn target into gemstone sculpture, first fail turns legs to ruby, second turns torso, third turns head, roll each turn and a save reverses one effect until free (immune to the spell once free)
- **Cast Spell** Typical spells up to level 7 plus the following:
  - **Destroy Lights** 10′ cube
  - **Blind** 1 target for 1 minute (can save every round)
  - **Produce Greater Fireball** 10D6 to 30′ area or save for half
  - **Hold** 4 targets for 1 minute (can save every round)
  - **Bind** DC20, fail and bind legs and arms together (save every round)
  - **Killing Kindness** 1 target save or lose half of total HP
  - **Change Weather** To suit her needs
  - **Manipulate Plants** 60′ radius
  - **Teleport** Self 50′

SPECIAL
- Advantage on all magic checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Move** (cost 1) 50′
  - **Teleport** (cost 2) 50′
  - **Wave of Kindness** (cost 2) 10′ radius, 3D6 burning love or save for half
  - **Ruby Touch** (cost 3)
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and her phylactery (to be determined by the GM) is still intact, Glinda will resurrect somewhere in the Forest of Fighting Trees in 1D6 days





GOOZZLE-GOBLINS

Impish and vile creatures covered in hair. They loathe Fairies, humans, and authority. Not particularly dangerous on their own, but can't be killed unless their tongue is removed. Drawn to desserts, candies, and public speaking.

HD 2 **HP** 10 **ARMOR** 12
SPEED 30′
SAVE +4, 0, -1
Resistance Poison
Weakness Mind-altering magic

ATTACK
- **Claws** (2 attacks) each 1D4+4
- **Bite** 1D8+4
- **Throw Rock** 1D4-1
- **Shake Fur** 30′ radius, 1D8 poison damage or save for half

SPECIAL
- If dropped to 0 HP, will get up with 1 HP on its next turn until tongue is cut out
- FOR EVERY GOBLIN YOU SEE 1D4 more goblins appear for every goblin present at the start of the encounter (once/group/encounter)

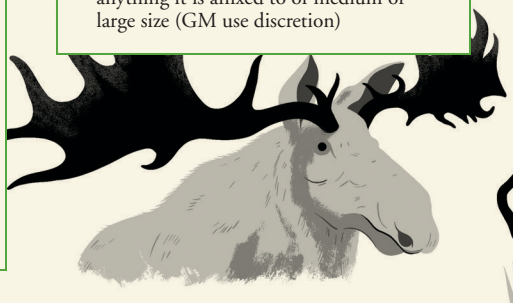
GUMP

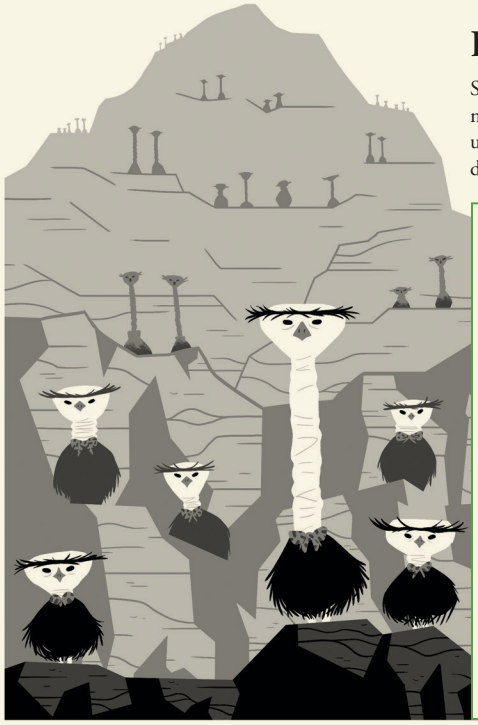
Large antlered herbivores that travel in small herds. Gentle but not very intelligent. Head can continue living if severed from the body. If a severed head is attached to something of similar size to the original body, the head will be able to control it. Gump are not aware of this ability.

HD 7 **HP** 55 **ARMOR** 12
SPEED 30′
SAVE +6, +2, -1
Weakness Mind-altering magic

ATTACK
- **Bellow** 30′ radius, save or be deafened for 1 minute
- **Bite** 1D4
- **Trample** 2D6+6
- **Ram** 1D6+6 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 6D4), save or be thrown back 30′

SPECIAL
- If decapitated before HP hits 0, the head will continue to live and can control anything it is affixed to of medium or large size (GM use discretion)





HAMMER-HEADS

Small aggressive creatures with no arms, telescopic necks, and dense skulls. They travel in packs and use their neck and head for both foraging and defense. Disagreeable for the sake of argument.

HD 3 **HP** 15 **ARMOR** 12
SPEED 30′
SAVE +4, +1, -1
Immunity Fear
Weakness Mind-altering magic

ATTACK
- **Head Butt** 15′ reach, 1D8+4
- **Ram** 1D6+4 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 4D4), save or be thrown back 30′
- **Head Spin** 360° spin up to 15′ radius (depending on neck extension), 2D6 or save for half

SPECIAL
- Advantage on Head Butts if another Hammer-Head is within 5′



HIP-PO-GY-RAFS

Mix between a hippopotamus and a giraffe. Gentle and generally pleasant but will typically ask for something in exchange for any favor or kindness.

HD 9 **HP** 60 **ARMOR** 10
SPEED 30′
SAVE +6, +2, 0
Resistance Falling damage

ATTACK
- **Bite** (10–25′ away and no closer) 1D12+6
- **Stomp** 2D10+6
- **Head Spin** 25′ radius 360° spin, 3D12 and be pushed back 30′ or save for half and no push back

SPECIAL
- Advantage on fleeing if another Hip-Po-Gy-Raf is within 30′
- Advantage on hearing- and sight-based checks

HOPPERS

Small humanoids that thrive in darkness with a single leg for mobility. Jovial in nature, and they love exploring subterranean environments. Prolonged exposure to Radium deposits have made most Hoppers resistant to the effects of magic. Nearly identical to the Horners yet they hate each other.

NAMES
Hip, Hurdle, Steeple, Beamon, Hogsback, Rail, Gambol, Quad, Kersee, Dombro, Cator, Vastus, Skip, Oxer, Crus

For Civilian Hoppers, see CIVILIANS (pg. 21)

HORNERS

Small humanoids that thrive in darkness with a single horn emerging from their forehead. Jolly in nature, and they love exploring subterranean environments. Prolonged exposure to Radium deposits have made most Horners resistant to the effects of magic. Nearly identical to the Hoppers yet they hate each other.

NAMES
Lur, Shofar, Prong, Oliphant, Bugle, Sringa, Wazza, Cornett, Dord, Rino, Buccina, Kerat, Cornu, Spur, Nyele

For Civilian Horners, see CIVILIANS (pg. 21)

HOPPERS (MINERS)

HD 4 **HP** 20 **ARMOR** 10
SPEED 30′
SAVE +5, +1, -1
Immunity Falling prone
Resistance Poison, All magic
Weakness Blindness

ATTACK
- **Pickaxe** 1D6+1
- **Kick** 1D6+5 plus save or be thrown back 30′
- **Shake Soot** 30′ radius, obscures vision and save or take 1D8 poison damage
- **Cause Collapse** Find flaw in rock or stone and cause 30′ square to shift or collapse (once/day)

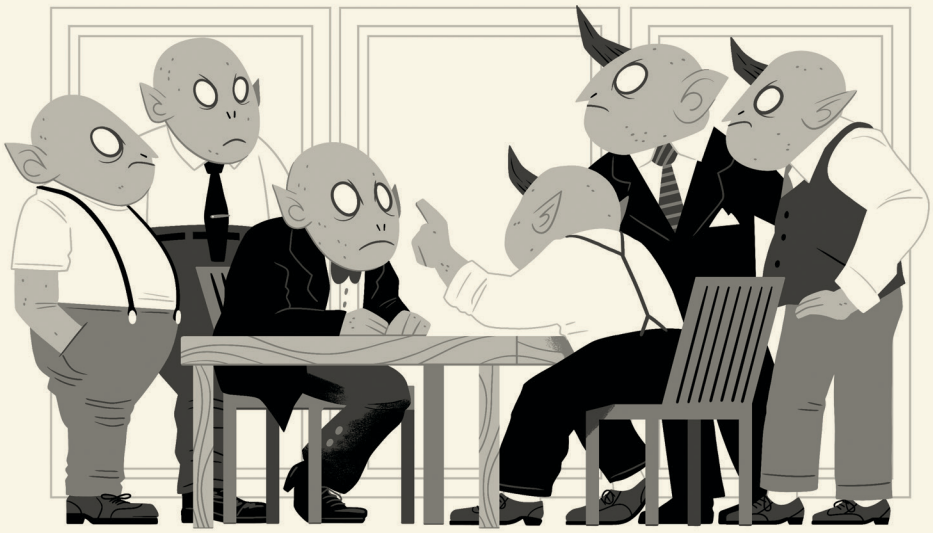
SPECIAL
- Advantage on checks in the dark
- STONE SENSE
  Can sense any movement on the same natural rock surface in 100′ radius

HORNERS (MINERS)

HD 4 **HP** 20 **ARMOR** 10
SPEED 30′
SAVE +5, +1, -1
Immunity Confusion
Resistance Poison, All magic
Weakness Blindness

ATTACK
- **Pickaxe** 1D6+1
- **Ram** 1D6+5 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 2D4)
- **Shake Soot** 30′ radius, obscures vision and save or take 1D8 poison damage
- **Cause Collapse** Find flaw in rock or stone and cause 30′ square to shift or collapse (once/day)

SPECIAL
- Advantage on checks in the dark
- WATER SENSE
  Can use its horn to know the location of any natural water source within a 200′ radius





HUMANS

Like all ancestries, a human in Oz will identify as a Gillikin, Munchkin, Quadling, or Winkie based on a number of factors (longest place of residence, childhood home, etc.). All are Ozian. Humans in Oz are no more surprised by talking bunnies or sentient silverware than they are by the sun rising and setting.

NAMES
Henry, Lahr, Burke, Em, Jack Hail, Neill, Arthur, Betsy Bobbin, Judy, Zeb, Ruth, Morgan, Bolger, Margaret, Clara

For stats, see CIVILIANS (pg. 21)

HUNGRY TIGER

REGENT OF THE FORESTS

Hungry Tiger doesn't mind being the second most famous big cat in Oz. In fact, he prefers it. Cowardly Lion gets all of the attention and everything that goes along with killing a sorceress, but Hungry Tiger gets all the same rewards without any of the risk. Both cats pulled Ozma's chariot during her coronation, both are known in the forests of Oz for their power and beauty, and both can freely visit the Emerald Citadel without questioning, but Hungry Tiger didn't have to lift a claw to make it happen.

Hungry Tiger acts as the second-in-command to Cowardly Lion and is aware of the latter's dependency on courage. It pains Hungry Tiger, but he would never go against the wishes of the King of the Forests. Instead, he sits back, pays attention, and attempts to satiate his own unending hunger.

"If only I didn't have such an appetite. Then I wouldn't be thinking about eating you all right now. Please forgive me"

PERSONALITY TRAITS
- Always looking for a quick, easy, or lavish meal
- Friendly but impatient
- Elitist and enjoys fine things
- Quietly looks down on others
- Wants to know what others can do for him
- Feels constant guilt for all of the above

IDEALS
- Trust: believing that others will do what you ask of them means less is expected of yourself

BONDS
- Loves Cowardly Lion
- Respects Ozma, Glinda, and Locasta
- Friends with Dorothy and Oscar Diggs
- Thinks Button-Bright is entitled but has excellent taste
- Respects Billina's confidence

FLAWS
- Blindly follows authority

OTHER PROFICIENCIES
- Hunting
- Negotiating and persuasion

WICKED & WONDERFUL LEADER
- An animal
- Eager
- Humble
- Indulgent

HD 12 **HP** 120 **ARMOR** 14
SPEED 45′
SAVE +7, +5, +3
Immunity Poison
Weakness Smell-based magic

ATTACK
- **Claws** (3 attacks) each 1D8+7
- **Slash** Up to 4 targets beside Tiger, 2D8+7 or save for half
- **Pounce** 1D8+7 plus 1D4 for every 5′ it moves this round before it attacks (up to 3D4) and save or fall prone
- **Bite** 1D8+5 and **Consume** (save or have nonmetal weapon damaged/destroyed or nonmetal/nonmagic Armor permanently lowered by 2)
- **Eat** Regain HP comparable to the size of the resource (nonmetal weapon handle regains 1D4, platter of food regains 2D6, whole deer regains 3D8, etc.)
- **Spit** 1D6 acid damage
- **Summoning Roar** Every other round, 1D4 Large Animals (Lions, Tigers, or Bears)

SPECIAL
- Triple advantage on interactions with other animals
- Advantage on attacks against unarmored targets or targets carrying food
- Advantage on smelling-based checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw** (cost 1)
  - **Move** (cost 1) 30′
  - **Eat** (cost 2)
  - **Save Any Fail** Take 10 damage (cost 3)



JACK PUMPKINHEAD

JACK • ADVISOR TO OZMA

Good ole Jack Pumpkinhead. He's reliable, a little goofy, and as innocent as he is tall. Jack began as an object created by Ozma, until Mombi used the Powder of Life to animate him. Mombi was trying to scare Ozma (then Tip), and Tip was upset at the prank. Jack just wanted everyone to get along, but he didn't have any say in the matter.

An extension of Jack's animation is the power of his pumpkin seeds. While the number of seeds in his head directly correlates to his intelligence, they also grant sentience to vegetation. Plant one of Jack's pumpkin seeds into an apple, flower, or old oak tree, and it will grow limbs and come to life. If a "meat-person" or other living non-plant creature eats one of the seeds, the results are quite different. Ingesting a seed will grant the consumer a short intelligence boost and make their thoughts/actions suggestible to Jack's influence. He's not entirely aware of this, but the more seeds one ingests, the more influence he has on them.

"I don't understand,
but I trust you completely!"

PERSONALITY TRAITS
- Enthusiastic and motivated
- Inquisitive but forgetful
- Cautious but clumsy
- Enjoys writing and drawing
- Always happy to lend a hand
- Wants to make friends and see the world

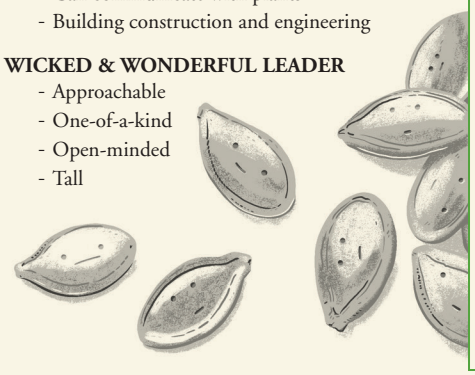
IDEALS
- Friendship: the true mark of a life well lived is the relationships made along the way

BONDS
- Made by Ozma
- Brought to life by Mombi
- Good friend of Scarecrow
- Loves anyone he meets

FLAWS
- Extremely gullible

OTHER PROFICIENCIES
- Excellent knowledge of clay, rock, and soil
- Can communicate with plants
- Building construction and engineering

WICKED & WONDERFUL LEADER
- Approachable
- One-of-a-kind
- Open-minded
- Tall





HD 9 **HP** 25 (Phase 1), 60 (Phase 2)
ARMOR 14
SPEED 40′
SAVE +7, +3, -1
Immunity Sleep, Plant magic, Mind-altering magic, Light magic recovers HP

PHASE 1
Resistance Earth, Water
Weakness Fire, Bludgeoning, Axes

ATTACK
- **Slap** (3 attacks) each 1D4+3
- **Leaf Blade** (Ranged, 2 attacks) each 1D4+3 and destroyed on impact
- **Leech Soil** Heal 2D8
- **Cast Spell** (Advantage or auto success on targets who have consumed Seedlings, depending on quantity consumed)
  - **Charm** 2 targets for 1 minute (can save every round)
  - **Command** 2 targets for 1 minute (can save every round)
  - **Hold** 2 targets for 1 minute (can save every round)
  - **Bind** DC15, fail and bind either legs or arms together (save every round)

SPECIAL
- Doesn't breathe, eat, sleep, or suffer exhaustion
- Extra 1D8 to attacks and healing if in direct sunlight
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Unsettling Face** (cost 1) react to 1 melee attack per round (lower enemy's attack roll by 1D4)
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 40′
  - **Leech Soil** (cost 2) heal 2D8
  - **Save Any Fail** Take 10 damage (cost 3)
- Advantage on Unsettling Face rolls

PHASE CHANGE
- After losing all Phase 1 HP, Jack Pumpkinhead's head splits open to wrap himself in vines, creating a towering plant giant and transitions into Phase 2
- All ongoing effects end when entering a new Phase
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2
Resistance Earth, Water, Non-magic/non-Radium weapons
Weakness Fire, Axes, Electricity

ATTACK
- **Sprout Seedlings** Every other round, 1D4+2 Small Seedlings (page 53)
- **Seed Control** Summon 2D4 allies (once/day, use CIVILIANS page 21)
- **Slam** (2 attacks) each 2D8+7 (save or be pushed back 10′)
- **Stomp** 4D8+7 and all within 30′ radius save or fall prone
- **Arm Sweep** 180° spin, 8D8 damage and be pushed back 30′ or save for half damage and distance
- **Leech Soil** Heal 2D8
- **Hurl Earth** 4D12+7

SPECIAL
- Extra 1D8 to attacks and healing if in direct sunlight
- Maximum damage when attacking objects
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Slam** (cost 1)
  - **Move** (cost 1) 40′
  - **Leech Soil** (cost 2) heal 2D8
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and any seeds remain, Jack Pumpkinhead will sprout from one in 1D6 days

JACKDAWS (SWARM)

Small crows that travel in flocks. Very little scares them, and they are highly intelligent. A single Jackdaw will often speak for the flock, and all are fiercely loyal to each other. Typically know local gossip, the best places to find resources, or the location of shiny objects.

HD 3 / pool **HP** 12 / pool **ARMOR** 12
SPEED 50′ (Fly)
SAVE X+3, X+1, X
Immunity Conditions affecting a single target
Resistance Slashing, Piercing damage
Weakness Area-effect magic

ATTACK
- **Peck** XD4+X
- **Coat** Save (DC12+X) or be immobilized, can save every round
- **Lift** (+2X STR) 30′ and **Drop** 3D6 damage (auto success if coated)
- **Caw** 10X′ radius, hearing-based magic is halved and disadvantage on hearing-based checks

SPECIAL
- Advantage on attacks against insects
- POOLS
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Damage or healing to one pool doesn't carry over to the next pool
  - Loss of one pool is permanent and reduces the value of X



JINJUR

THE GENERAL • FORMER QUEEN OF OZ • THE LEADER OF REVOLT

General Jinjur, the first of her name, was once a powerful leader hailing from Munchkin District. She instigated a revolt and successfully (though briefly) overthrew Scarecrow as ruler of Oz. Once Glinda got involved, Jinjur sought the help of Mombi, a competing sorceress. The two fought off Glinda for a time, but when Ozma's true identity was discovered, it led to Jinjur abdicating the throne.

While Jinjur doesn't hold the same public power she once did, she still maintains many of her resistance and underground connections. She may present as an understanding and upstanding citizen, but she's also aware of how important appearances are in Oz.

"No more will they cast us aside, forgetting our very existence. Today we make them remember!"

PERSONALITY TRAITS
- Confident and assertive
- Secretive and calculated
- Able to see the world in shades of gray
- Never makes the same mistake twice
- Wants Oz to be ruled by those she feels are the best fit

IDEALS
- Nation: Oz deserves to grow in power and be ruled by the powerful

BONDS
- Recognizes Ozma as a good monarch with room for improvement
- Respects Glinda and Locasta
- Avoids any mention or contact with Mombi
- Sees Verdella as a reminder of her own failure
- Intrigued by Polychrome
- Thinks Tin Woodman, Scarecrow, and Oscar Diggs are buffoons

FLAWS
- Underestimates others

OTHER PROFICIENCIES
- Inspiration and leadership
- Has numerous underground contacts around Oz

WICKED & WONDERFUL LEADER
- Assertive
- Calculated
- Passionate
- Proactive



HD 9 **HP** 80 **ARMOR** 16
SPEED 30′
SAVE +6, +4, +1
Immunity Fear
Resistance Mind-altering magic

ATTACK
- **Military Sword** (2 attacks) each 1D6+6 (if both attacks hit a single target, then save or be disarmed)
- **Disarm** Contest against target with +6 to either speed or strength, can use that weapon for future attacks
- **Call for Reinforcements** Summon 2D4 allies (once/day, use WATCHERFOLK pg. 61)
- **Join the Cause** 1D4 enemies or bystanders (not including the player characters) become allies of Jinjur (once/encounter)
- **Rally** All allies that can hear Jinjur roll advantage on attacks until Jinjur's next turn

SPECIAL
- Advantage on attacks if an ally is within 10′
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Sword Attack** (cost 1)
  - **Move** (cost 1) 30′
  - **Parry** (cost 1) during a melee attack, roll 1D8 and add to Armor
  - **Inspire the Fallen** (cost 2) ally who dropped to 0 gets up with 1 HP (depending on most recent injury)
  - **Catch Projectile** (cost 3) during a ranged attack, roll 2D8 and if higher than the damage, catch the projectile in midair
  - **Save Any Fail** Take 10 damage (cost 3)

KALIDAHS

Aggressive apex predators. Part tiger and part bear. Feared by most Ozians and dangerous whether alone or in packs. A Kalidah fears very little but is uncomfortable around magic.

HD 8 **HP** 70 **ARMOR** 14
SPEED 45′
SAVE +6, +3, +1
Weakness Fear, Illusion, Mind-altering magic

ATTACK
- **Claws** (2 attacks) each 1D8+6
- **Slash** Up to 3 targets beside Kalidah, 2D8+6 or save for half
- **Pounce** 1D8+6 plus 1D4 for every 5′ it moves this round before it attacks (up to 3D4) and save or fall prone
- **Bite** 1D8+3 and **Toss** (save or be thrown 30′)
- **Grab** (+10 STR) and Toss 30′ for 3D6

SPECIAL
- Advantage on attacks against unarmored targets
- Advantage on hearing-based checks

LI-MON-EAGS

Goat-sized chimeras. Part lion, part monkey, and part eagle. The golden ball at the end of their tail is highly prized among collectors. Scavengers by nature, but occasionally hunt smaller prey, particularly when bolstered by numbers. Playful after a meal but rarely stay full for long.

HD 3 **HP** 16 **ARMOR** 12
SPEED 45′ (Land, Fly)
SAVE +3, +1, 0
Resistance Wind
Weakness Lightning

ATTACK
- **Claws** (1D4+2 attacks) each 1D4+1
- **Tail Slam** 1D8+1
- **Drop Rock** 1D6+4
- **Flying Pounce** 1D6+2 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 3D4), save or fall prone

SPECIAL
- FEINT
  As a reaction, plays dead and gets advantage on next action
- Doesn't provoke attacks when flying away from target (if already flying)
- Advantage on attacks if within 10′ of another Li-Mon-Eag

LOCASTA

THE GOOD LICH OF THE NORTH

Next to Glinda, Locasta is the second most powerful sorceress in Oz, but she would never share this fact. Locasta keeps her skills a secret when possible, as she believes no good comes from relying on magic. She gets by just fine without all that hocus pocus, thank you very much.

Preferring to spend her time in relative isolation, Locasta is most content with solitary activities: knitting, reading, embroidery, cooking, etc. She's happy to help those in a pinch but will be adamant in finding a non-magical solution before anything else.

"I might know a spell for that, but wouldn't you rather try a nice cup of soup first? Just as effective and far more delicious."

PERSONALITY TRAITS
- Introverted and reclusive
- Gentle and patient
- Doesn't want to offend anyone
- Wants to be left alone

IDEALS
- Independence: relying too much on others causes a loss of self

BONDS
- Respects Glinda and Verdella
- Pities Mombi
- Respects Jinjur
- Finds Billina very funny

FLAWS
- Doesn't like to get involved

OTHER PROFICIENCIES
- Very good at most magic
- Knows lots of non-magical remedies and tricks

WICKED & WONDERFUL LEADER
- Gentle
- Inquisitive
- Mature
- Private

HD 13 **HP** 100 (Phase 1), 50 (Phase 2)
ARMOR 14
SPEED 40′ (Land, Fly)
SAVE +7, +5, +3
Immunity Poison, Mind-altering magic, Undead magic, Blue and purple weapons
Resistance Magic, Saves against magic, Cold, Non-magic/non-Radium weapons

PHASE 1

Weakness Yellow weapons, Water

ATTACK
- **Staff** (3 attacks) each 1D6+3
- **Summon Flock** Every other round, 1D4+1 Orks (page 42)
- **Summon Herd** Every other round, 1D4+1 Rams (Medium Animals, page 17)
- **Cast Spell** Typical spells up to level 5 plus the following:
  - **Magic Armor** +3 to Armor for 4 rounds
  - **Magic Kiss** +10 to Armor for 1 day, week, or month (not to self)
  - **Evaporate Liquids** 10′ cube
  - **Charm** 4 targets for 1 minute (can save every round)
  - **Divination** Roll 3D20 and assign to anyone (as their next rolls)
  - **Conjure** 1D10 Stones, each 2D6 damage or save for half
  - **Teleport** Self 50′
  - **Heal** 3 targets, each 2D8+5

SPECIAL
- Advantage on social checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Staff Attack** (cost 1)
  - **Move** (cost 1) 40′
  - **Teleport** (cost 2) 40′
  - **Divination** (cost 2) single D20
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE

- After losing all Phase 1 HP, Locasta's appearance shimmers and blows away like glitter to reveal an indigo skeleton and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

Weakness Yellow weapons, Holy/Light magic

ATTACK
- **Claws** (3 attacks) each 1D6+5 (save or limb is paralyzed for 1 round)
- **Skeletal Kiss** Turn target into gemstone sculpture, first fail turns location of kiss a mix of sapphire and amethyst, second fail spreads to half body, third fail is total transformation, roll each turn and save reverses one effect until free (immune to the spell once free)
- **Cast Spell** Typical spells up to level 5 plus the following:
  - **Dazzle** 2 targets blinded for 1 minute (can save every round)
  - **Conjure** 1D10 Boulders, each 6D6 or save for half
  - **Divination** Roll 5D20 and assign to anyone (as their next rolls)
  - **Push Back** 20′ radius, pushed 50′ or save for half
  - **Mass Heal** all allies, 1D8+5
  - **Teleport** Self 50′
  - **Swap** Teleport any number of creatures, save if unwilling (DC is 20 minus number of attempted creatures)

SPECIAL
- Advantage on all magic checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Move** (cost 1) 40′
  - **Teleport** (cost 2) 40′
  - **Divination** (cost 2) Single D20
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and her phylactery (spell book powerfully glamoured to look like a cookbook) is intact, Locasta will resurrect somewhere in the Forest of Winged Monkeys in 1D6 days





LOONS

Balloon people. Generally jovial but certainly not pushovers, as their inflated rubber bodies are tougher than most expect. Many enjoy wrestling as a pastime and business venture, as it pays to be a big personality full of hot air.

NAMES
Gum, Bal, Cuplump, Sho, Caucho, Mer, Resilin, Elasto, Carom, Pomp

For Civilian Loons, see CIVILIANS (pg. 21)

LOONS (WRESTLERS)

HD 4 **HP** 30 **ARMOR** 13
SPEED 30′
SAVE +4, +1, 0
Immunity Bludgeoning
Weakness Piercing

ATTACK
- **Clothesline** 1D8+4 (save or knocked prone) and **Elbow** (if prone) 1D6+4
- **Grab** (+8 STR) and **Suplex** 1D12+4 or **Toss** 30′ for 3D6
- **Bounce** Up to 3 adjacent targets, thrown back 30′ and each take 3D6 or save for half distance and damage

SPECIAL
- If dropped to 0 HP using a piercing or slashing weapon the Loon explodes causing 6D8 in 60′ radius (save for half)

MIDDLINGS

Subterranean mud people. Some live on the surface near water and are excellent at working with earthen materials. Others prefer the underground caverns made by the Dragons. They don't understand why folks love gemstones and metals, but they do value delicate craftsmanship. Watercolors are particularly appreciated.

NAMES
Sculp, Peat, Clay, Turbid, Judd, Silt, Hew, Murk, Loam, Mudge

HD 4 **HP** 40 **ARMOR** 12
SPEED 30′ (Land, Burrow), 60′ (Mud)
SAVE +4, +2, 0
Immunity Earth magic recovers HP
Resistance Fire
Weakness Water

ATTACK
- **Muddy Slap** (2 attacks) each 1D8+4 and handprint of mud left on body
- **Hurl Mud** 1D8+4, targets legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute (remove with water or DC12 check)
- **Warp Earth** Alter 10′ cube of soil/mud within 60′ (spikes, cuffs, pits, etc.)
- **Rejuvenate** See SPECIAL

SPECIAL
- Burrowing in dirt or mud doesn't provoke attack and leaves no trace behind
- REJUVENATION
  Can react once/round by absorbing mud/soil/dirt/etc. to regain 1D8+2 HP





MIST MAIDENS

Ethereal nymphs of mist and cloud. Unable to be harmed or inflict harm on others, though they can manipulate mist and fog to malicious results. Temperamental in nature, but they long for stimulating conversations about anything happening outside of the northern forest. Rumor has it nets and traps using silver can capture a Mist Maiden, but most consider this to be a reprehensible idea.

HD N/A **HP** N/A **ARMOR** N/A
SPEED 40′ (Hover, Fly), 60′ (Mist)
SAVE +10, +5, 0
Immunity All damage
Weakness Silver traps and containers

ATTACK
- **Throw Voice** Up to 30′
- **Mist Illusion** DC20 against deceptive shadows: a figure running, a bridge where there is none, etc.
- **Drop Temperature** Chill an area the size of a house

SPECIAL
- Triple advantage on any physical checks while in mist
- Can mimic any voice it's already heard
- MIST SENSE
  Can sense any movement in mist within 100′ radius

MOMBI

MISS • MISS MOMBI • THE BELDAM

Mombi's fall from power is known across Oz. The sorceress claimed her skills were unmatched but was quietly dethroned by Locasta as the Witch of the North. Angry and embarrassed, Mombi lashed out and kidnapped Ozma, the newly born child and future ruler of Oz. She disguised the Princess and raised her as a servant boy named Tip for many years. Ozma, along with Jack Pumpkinhead, escaped Mombi after threat of petrification.

Mombi tried and failed to recapture Ozma while helping Jinjur's army take the Emerald Citadel from Scarecrow. As punishment, Ozma tapped into her newly discovered Fairy powers and cursed Mombi with anti-magic. While Mombi was never magically gifted like the sorceresses of Oz, her curse means she cannot use any scrolls, wands, or enchanted objects. Spells cast on Mombi simply fail and, curiously, she can extend this effect to others.

"Curse you! You have no idea what you're meddling with, and that shall be your downfall!"

PERSONALITY TRAITS
- Bitter and abrasive
- Fit to outbursts of intense emotions
- Unkind and petty
- Vindictive and secretive
- Immensely sad
- Wants to lift her curse

IDEALS
- Power: it doesn't matter if others look up to me with fear or respect; all that matters is that they're beneath me

BONDS
- Loathes Glinda, Locasta, and Verdella
- Believes she can mend her relationship with Ozma
- Will work with Jinjur if necessary
- Respects Shaggy Man
- Helped create Jack Pumpkinhead
- Fearful of Polychrome and Fairies

FLAWS
- Deeply insecure

OTHER PROFICIENCIES
- Knows Ozma and the inner workings of the Emerald Citadel
- Lots of connections to covert organizations
- Excellent cook

WICKED & WONDERFUL LEADER
- Independent
- Mature
- Patient
- Persistent



HD 10 **HP** 90 **ARMOR** 12
SPEED 30′
SAVE +6, +4, +1
Immunity All magic

ATTACK
- **Cane** (2 attacks) each 1D4+4
- **Radium Dagger** (2 attacks) each 8 damage
- **Anti-Magic Touch** Up to 2 targets, all magical effects or resistances end and they cannot cast spells or use magic items, lasts 2D4 rounds (save for half)

SPECIAL
- FEINT
  As a reaction, pretends to be dead and gets advantage on next action
- ANTI-MAGIC
  Any magic within 10′ of Mombi is weakened (to be determined by the GM)
- Maximum damage when attacking with Radium weapons
- If HP reduces to 0, gets up with 1D8 HP and advantage on fleeing (once/encounter)

NOMES

Sentient rock creatures that follow the orders of the Nome King. Most are passive and skittish but will quickly retaliate if met with hostility. Excellent at traversing and navigating subterranean spaces. They love any art involving earth-based materials. They fear chickens, knowing that eggs are poisonous to Nomes.

HIERARCHY

1. Nome King
2. Advisors
3. Masons

PERSONALITY TRAITS

- Gruff and indifferent
- Hardworking and focused

IDEALS

- Craftsmanship: hard work and dedication pay off

BONDS

- Loyal to the Nome King

FLAWS

- Indifferent to how they affect the "upstairs" people

OTHER PROFICIENCIES

- Digging and navigating underground
- Sculpting and stonework
- Working with gemstones and precious metals
- Excellent knowledge of clay, rock, soil, precious gems, and metals

NAMES

Kaliko, Gabbro, Blug, Dunite, Rubble, Crinkle, Mig, Igneous, Boron, Quartz, Tavertine, Guph, Pang, Mortar, Tuff, Chert, Basalt, Hornfels, Breccia, Gravel

NOMES (ADVISORS)

The most magically adept of the Nomes. They advise the Nome King and oversee most expansion, construction, and work done by the Masons.

HD 5 **HP** 15 **ARMOR** 12
SPEED 30′ (Any rock surface, Burrow)
SAVE +6, +1, 0
Immunity Blindness, Earth magic
Resistance Non-magic/non-Radium weapons, Fire, Cold
Weakness Bright lights, Hearing-based magic, Chickens act as a Fear spell, Swallowing an egg instantly kills the Nome

ATTACK

- **Ram** 1D4 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 3D4), save or be thrown back 5′
- **Punch** (2 attacks) each 1D4
- **Harden** Halves all damage for 1 round (compounds with resistances)
- **Cast Spell**
  - **Crag Shield** Four 10′ blocks of stone erupt (2×2, 4×1, 1×4) until another spell is cast
  - **Stone Spike** 10′ long 6D4 or save for half
  - **Pillar** 5′ wide and up to 20′ tall, flat surface
  - **Chasm** 5′ wide, 15′ long, 30′ deep, save or fall in and take 3D6 damage
  - **Collapse** Cause 30′ radius of stone wall or ceiling to collapse, 6D6 or save for half (once/day, 2 rounds to cast)
  - **Rejuvenate** Absorb stone and regain 1D8+2 HP

SPECIAL

- Indistinguishable from stalagmite or stalactite when motionless
- Burrowing in rock doesn't provoke attack and leaves no trace behind
- STONE SENSE
  Can sense any movement on the same natural rock surface in 100′ radius
- REJUVENATION
  Can react once/round by absorbing stone to regain 1D8+2 HP
- Shatters into pieces when slain
- If slain (by any means other than egg), will resurrect around their largest remaining fragment with 1 HP in 1D4 days unless the Nome King is vanquished

NOMES (MASONS)

The workers of the Nome Kingdom. They dig the tunnels, build the infrastructure, and are typically the first to make contact with anyone during Nome expansion. Slightly bigger than Advisors, but their pointed heads aren't as tall.

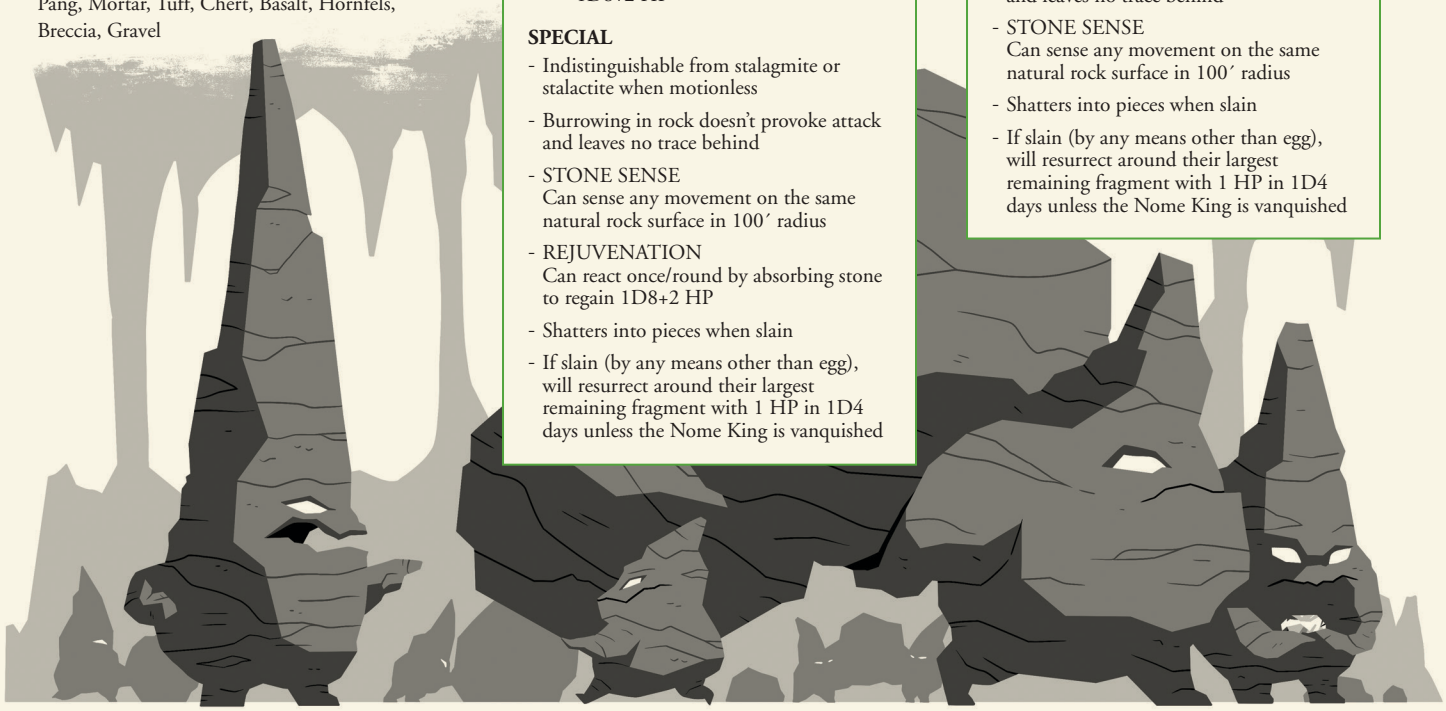
HD 3 **HP** 20 **ARMOR** 14
SPEED 30′ (Any rock surface, Burrow)
SAVE +5, +2, +1
Immunity Blindness, Earth magic
Resistance Non-magic/non-Radium weapons, Fire, Cold
Weakness Bright lights, Hearing-based magic, Chickens act as a Fear spell, Swallowing an egg instantly kills the Nome

ATTACK

- **Ram** 1D4+5 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 3D4), save or be thrown back 5′
- **Punch** (2 attacks) each 1D4+5
- **Hurl Boulder** 30′, 2D6+1
- **Harden** Halves all damage for 1 round (compounds with resistances)
- **Exploit Flaw** Permanently weaken any stone object (pillar cracks, attack damage decreases, etc.)
- **Mold Stone** Alter 5′ cube of stone within 30′ (spikes, manacles, wall, etc.)
- **Rejuvenate** Absorb stone to regain 1D8+2 HP

SPECIAL

- Indistinguishable from stalagmite or stalactite when motionless
- Burrowing in rock doesn't provoke attack and leaves no trace behind
- STONE SENSE
  Can sense any movement on the same natural rock surface in 100′ radius
- Shatters into pieces when slain
- If slain (by any means other than egg), will resurrect around their largest remaining fragment with 1 HP in 1D4 days unless the Nome King is vanquished





NOME KING

ROQUAT OF THE ROCKS • RUGGEDO • THE METAL MONARCH

While not from Oz, the Nome King knows the wondrous land nearly as well as his own kingdom beyond the Deadly Desert. Despite many failed attempts to take the Emerald Citadel, he persists and proves that a leader made of rocks can be as stubborn as a boulder.

It's just so frustrating to have his far-reaching caverns robbed of their gemstones. His gems! He is the ruler of everything beneath the surface. Even if Ozma claims the Ozian underground to be hers, it's his! Those are his emeralds making up the citadel. His amethysts and sapphires and rubies. It's his tin that they use for their silly puppets, and his Radium being turned into mundane items! He only wants what's his to be rightfully returned.

"Your rings and necklaces, those baubles and trinkets, where do you think all that beauty comes from?"

PERSONALITY TRAITS
- Disagreeable and petty
- Stubborn
- Loves gemstones and beautiful precious metals
- Wants to overthrow Ozma and find the Magic Belt
- Wants his Ornamitts back

IDEALS
- Power: he who comes from emeralds should sit on the emerald throne

BONDS
- Ozma must be replaced
- Believes Dorothy is a master criminal
- Thinks Scarecrow was a terrible ruler
- Terrified of Billina

FLAWS
- Quick to anger but slow to react

OTHER PROFICIENCIES
- Navigating underground
- Causing mischief and trouble

WICKED & WONDERFUL LEADER
- Confident
- Experienced leader
- Not Ozian
- Passionate



HD 13 **HP** 50 (Phase 1), 140 (P2), 50 (P3)
ARMOR 16
SPEED 60′ (Any rock surface, Burrow)
SAVE +8, +6, +2
Immunity Blindness, Earth magic
Resistance Non-magic/non-Radium weapons, Fire, Cold
Weakness Bright lights, Hearing-based magic, Chickens act as a Fear spell, Swallowing an egg deals damage equaling 50% of total HP for current Phase

PHASE 1

ATTACK
- **Punch** (2 attacks) each 1D4+8
- **Harden** Halves all damage for 1D4 rounds (compounds with resistances)
- **Mold Stone** Alter 20′ cube of stone within 60′ (pillar, absorbing pit, barricade, etc.)
- **Summon Minions** Every other round, 1D4+2 Nome Masons

SPECIAL
- STONE SENSE
  Can sense any movement on the same natural rock surface in 250′ radius
- Burrowing in rock doesn't provoke attack and leaves no trace behind
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 60′
  - **Burrow** (cost 2) 30′
  - **Rejuvenate** (cost 2) absorb stone to regain 2D8+6 HP
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 1 HP, the Nome King dissolves into the ground and reemerges as a towering stone behemoth and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

ATTACK
- **Punch** (2 attacks) each 2D12+8 (save or be pushed back 10′)
- **Stomp** 4D12+8 and all within 30′ radius save or fall prone
- **Arm Sweep** 180° spin, 8D12 damage and be pushed back 30′ or save for half damage and distance
- **Hurl Nome** (2 attacks, if available) each 2D12+8 and half damage to Nome on impact
- **Hurl Boulder** 4D12+8
- **Earthquake** Chasms form, rocks tumble and fall, chaos everywhere (once/day)

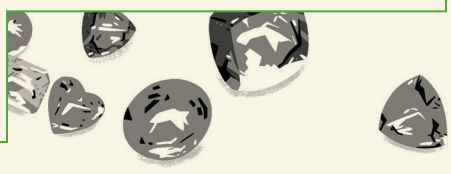
SPECIAL
- Maximum damage when attacking objects
- STONE SENSE
  Can sense any movement on the same natural rock surface in 250′ radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 60′
  - **Rejuvenate** (cost 2) absorb stone to regain 2D8+6 HP
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 2 HP, the Nome King's giant form cracks and crumbles to reveal a regal human-sized figure made of stone and transitions into Phase 3
- All ongoing effects end when entering Phase 3
- Damage or healing doesn't carry over between Phases, and recovers to Phase 2 after 1D6 days

PHASE 3

ATTACK
- **Stone Sword** (4 attacks) each 1D8+8
- **Harden** Halves all damage for 1D4 rounds (compounds with resistances)
- **Cast Spell**
  - **Crag Shield** Four 10′ blocks of stone erupt (2×2, 4×1, 1×4) until another spell is cast
  - **Stone Spikes** Up to 3, each 10′ long 6D4 or save for half
  - **Pillar** 5′ wide and up to 20′ tall, flat surface
  - **Chasm** 5′ wide, 15′ long, 30′ deep, save or fall in
  - **Collapse** Cause 30′ radius of stone wall or ceiling to collapse, 6D6 or save for half (once/day, 2 rounds to cast)

SPECIAL
- Advantage on charisma-based checks
- Burrowing in rock doesn't provoke attack and leaves no trace behind
- STONE SENSE
  Can sense any movement on the same natural rock surface in 250′ radius
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Sword Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Burrow** (cost 2) 30′
  - **Rejuvenate** (cost 2) absorb stone to regain 2D8+6 HP
  - **Save Any Fail** Take 10 damage (cost 3)



OBJECTIONISTS

Activist organization protesting and opposing the ruling class and Ozma's restrictions on magic. They believe that magic should be a right of every Ozian and that the crown should be replaced with a democratic system.

While many protests and rallies are peaceful in nature, there are a number of splinter groups that believe force is the only language that will be understood.

All groups (be they peaceful or hostile) put great emphasis on the democratic process. Each voice must be heard, and positions of power are decided by vote, unlike the arbitrary system of appointment implemented throughout the rest of Oz. If there's one thing that unites all Objectionists, it's a deep belief that an elected government is a representative government.

Important symbols of the Objectionists include an "O" with petals around it and a red "O" with a line through it. Sometimes these are combined.

HIERARCHY

1. Elected Officials
2. Electors (Hostile and Peaceful)

PERSONALITY TRAITS

- Passionate and proactive
- Willing to speak their voice and go against established power structures
- Believe that what came before doesn't determine what comes next

IDEALS

- Equality: only when everyone is heard can positive change for the community truly begin

BONDS

- Fiercely dedicated to each other
- Willing to debate and push back against their leaders
- Have heard whispers of the Zuminati and if they're true, want to overthrow them as well
- Loathe the Olive Knights
- Believe Ozma needs to be dethroned

FLAWS

- Divided on how to make lasting change: through peaceful protest or hostile takeover

OTHER PROFICIENCIES

- Destabilizing power structures
- Gathering community knowledge



OBJECTIONISTS
(ELECTED OFFICIALS)

The top-ranking officials within the Objectionists. Responsible for overseeing high-level plans and coordinating with others involved in the cause (including other Officials). Some suggest the leader of Oz should keep their identity hidden and be elected solely on their political platform. Others fear this is a recipe for disaster.

HD 3 **HP** 15 **ARMOR** 12
SPEED 30′
SAVE +6, 0, -1
Resistance Mind-altering magic

ATTACK

- **Draw Attention** Roll 1D8, 1–2: no support, 3–6: 1D4+4 Civilians (page 21), 7/8: 1D4 Electors (every other round)
- **Inspire** Single ally rolls triple advantage for 1 round
- **Rallying Cry** Attacks by ally that can hear Elected Official roll with advantage until Official's next turn

SPECIAL

- Any allies within 10′ of the Elected Official roll a single roll per turn with advantage

OBJECTIONISTS
(ELECTORS, HOSTILE)

The ground-level members that elect an Official to take action. Willing to incite violence and believe that change is only possible through conflict. Some keep their affiliation a secret to protect loved ones and others believe they shouldn't need to hide.

HD 3 **HP** 15 **ARMOR** 12
SPEED 30′
SAVE +2, 0, -1
Resistance Fear

ATTACK

- **Punch** 1 damage
- **Use Something** 1D4+2
- **Flaming Bottle** 30′ range, 10′ area covered in flame for 1 minute, 1D12 fire damage or save for half
- **Call for Help** Roll 1D8, 1–5: no help, 6–7: 1D4+1 Civilians (page 21), 7–8: 1D4 Electors (Every other round)

SPECIAL

- Advantage on attacks against objects

OBJECTIONISTS
(ELECTORS, PEACEFUL)

Ozians on the street who believe kindness and generosity triumph over hate and greed. They elect the Officials, and those who get elected tend to be the ones who make major breakthroughs for the organization. Some keep their affiliation a secret, and others form their identity around it.

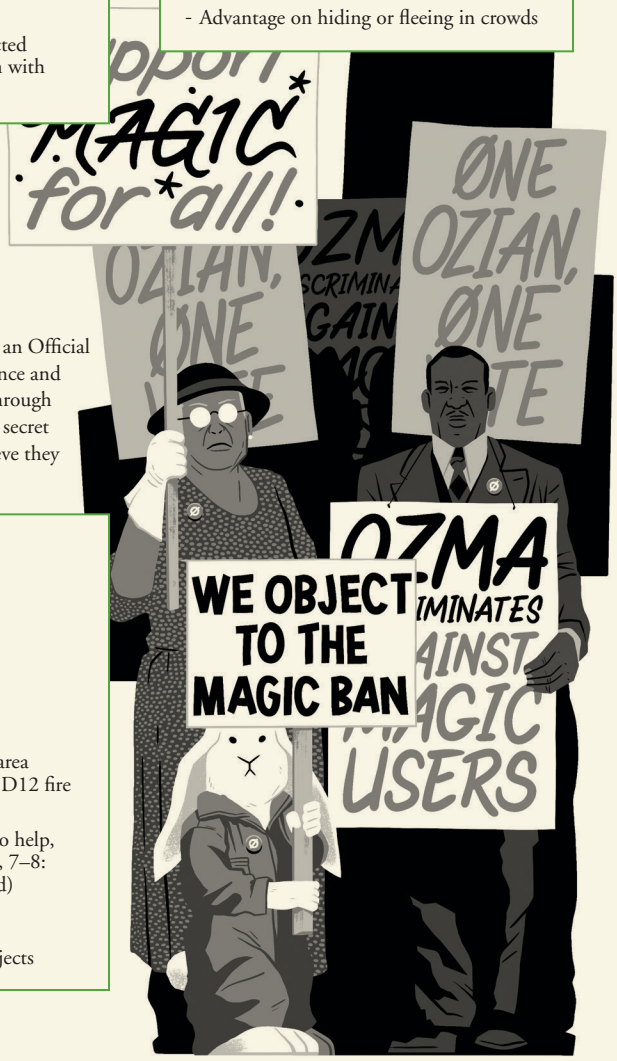
HD 3 **HP** 15 **ARMOR** 14
SPEED 30′
SAVE +2, 0, -1
Resistance Charm

ATTACK

- **Sign Push** Save or be pushed back 10′, no damage
- **Call for Help** Roll 1D8, 1–5: no help, 6–7: 1D4+1 Civilians (page 21), 7–8: 1D4 Electors (every other round)
- **Sing** 20′ radius, hearing-based magic is halved and disadvantage on hearing-based checks

SPECIAL

- Advantage on hiding or fleeing in crowds





OLIVE KNIGHTS

The Olive Knights are so old and ingrained in the history of Oz that they predate Oscar, Ozma, and perhaps even King Pastoria's rule. The Knights uphold order and execute the will of the highest power. With Ozma as the ruling monarch, this means managing the rampant and dangerous use of magic across the land. Most think the Knights are long gone or simply a bogeyman to scare children at bedtime, but this couldn't be further from the truth.

Working in the shadows and taking action only when necessary, the Knights prefer a passive approach by infiltrating banks and using money to influence a community. Those that denounce magic may be taxed less or receive a loan that never requires repayment. This generally proves to be effective, but sometimes a more direct approach is necessary.

The Olive Knights are skilled combatants and are as dangerous with a sword as they are with a pen and spreadsheet. Physical threats are sorted out quickly and the Knights have developed a number of defenses and countermeasures against spellcasters.

Important symbols of the Olive Knights include marked coins and red arithmetic signs.

HIERARCHY

1. Tellars
2. Guardians
3. Squires

PERSONALITY TRAITS

- Passionately loyal and follow rules
- Devout abstainers from magic

IDEALS

- Order: the books only balance when everything is neatly checked and kept in immaculate condition

BONDS

- Faithful to Ozma and her will
- Fellow Knights are as close as siblings
- Sworn enemies of the Zuminati
- Dismissive of the Objectionists

FLAWS

- Fanatical in their beliefs
- Unwilling to compromise in almost every circumstance

OTHER PROFICIENCIES

- Excellent bankers and mathematicians
- Assessing the value of goods

OLIVE KNIGHTS (GUARDIANS)

Those that prefer a hands-on approach over balancing books. They train more than they study and are the deadliest on the field of battle.

HD 6 **HP** 60 **ARMOR** 15, 17 (Shield)
SPEED 30′
SAVE +6, +4, +2
Resistance Saves against magic

ATTACK

- **Radium Dagger** (3 attacks) each 1D4+4
- **Anti-Magic Strike** Roll 1D10, target loses spell slot for spell level equal to the roll (or nearest below, if unavailable), can save to reduce roll by 2 (minimum level 1)
- **Forgetful Strike** Target forgets the spell they last used for 1D4+1 minutes
- **Disarm** Contest against target with +6 to either speed or strength, can use that weapon for future attacks
- **Use Weapon** (only one)
  - **Radium Bow & Stun Arrow** 1D8+6 plus 1D8 electric damage (save or be paralyzed for 1 round)
  - **Stun Baton** 1D6+6 plus 1D8 electric damage (save or be paralyzed for 1 round)
  - **Magnetized Shield** 3D4 plus save or metal on target is pulled to the shield
  - **Radium Sword** (2 attacks) each 1D6+6 (attempt to disarm if both attacks hit)
  - **Radium Club** 1D12+6 (save or pushed back 15′)

SPECIAL

- SPELLCASTER IDENTIFIED
  Can use reaction to attack a spellcaster the first time they use magic (once/day)

VARIANT

Each Guardian will specialize in a different type of combat to hone their unique skills

- **SPEED**
  - Advantage on speed-based checks and initiative
  - Can use reaction to attempt to Disarm or Forgetful Strike
- **RANGE**
  - Advantage on sight-based checks and tracking
  - Advantage on attacks with bows
  - Disadvantage on strikes
- **STRENGTH**
  - Carry and use two weapons (or shield and weapon) and attack with each
  - Can't do strikes
  - Advantage on strength-based checks

OLIVE KNIGHTS (SQUIRES)

Novices in the order. Squires serve as assistants to the Tellars or as noncombatant aids to a Guardian. Generally plucky.

HD 3 **HP** 15 **ARMOR** 12
SPEED 30′
SAVE +4, +1, 0
Resistance Charm, Fear

ATTACK

- **Smoke Bomb** 20′ radius
- **Observe Opponent** Add 1D6 to single ally attacks for 1 round
- **Support** Add 1D10 to single ally check
- **Toss Weapon** Supply ally a spare

SPECIAL

- Advantage on medicine checks

OLIVE KNIGHTS (TELLARS)

The highest rank within the order. Trained in combat but more skilled in finance, a Tellar's role will often oscillate between cunning strategist and benign bookkeeper.

HD 8 **HP** 50 **ARMOR** 15
SPEED 30′
SAVE +7, +4, +1
Immunity Mind-altering magic
Resistance Saves against magic

ATTACK

- **Radium Dagger** (3 attacks) each 1D4+4
- **Stun Baton** 1D6+4 plus 1D8 electric damage (save or be paralyzed for 1 round)
- **Anti-Magic Strike** Roll 1D10, target loses spell slot for spell level equal to the roll (or nearest below, if unavailable), can save to reduce roll by 2 (minimum level 1)
- **Forgetful Strike** Target forgets the spell they last used for 1D4+1 minutes
- **Balance Books** Summon 2D4 allies (Olive Knight Guardians, once/day)
- **Collect Debt** 1 NPC (not including the player characters, can be any Civil Servant, Watcherfolk, or Civilian) revealed to be working for The Olive Knights (once/day)

SPECIAL

- Any allies within 5′ of Tellar attack with advantage
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Dagger Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Focus** (cost 3) all allies attack 1 target with advantage for 1 round
  - **Save Any Fail** Take 10 damage (cost 3)

ORKS

Birdlike creatures with two sets of wings, two pairs of legs, and tails like a rudder. They migrate to Oz each year but their reason for the trip is a mystery. Orks are inquisitive yet clumsy, but they can fly for days without tiring.

HD 4 **HP** 20 **ARMOR** 13
SPEED 45′ (Land, Fly)
SAVE +5, +1, -1
Immunity Exhaustion, Wind
Resistance Falling damage
Weakness Electricity

ATTACK
- **Peck** 1D4+1 and **Scratch** (2 attacks) each 1D4+1
- **Gust** 30′ line, pushed back 30′ or save for half
- **Whirlwind** 30′ radius, lifted 20′ for 2D6 or save for half
- **Lift** (+8 STR) and **Drop** 40′ for 4D6

SPECIAL
- Advantage on initiative rolls
- Doesn't provoke attacks when flying away from target (if already flying)



OSCAR DIGGS

FORMER KING OF OZ • THE MAGICIAN • THE HUMBUG

Nobody can tell a story like Oscar Diggs. This is a man who drifted into Oz on a hot air balloon and talked his way into the position of Wizard of all Oz. The snake oil salesman was content to fill the void left by the absent monarchy and introduced the land to all sorts of new technologies and ideas. The Emerald Citadel, that was his idea! The Ozians' approach to money was so archaic that the modern system is almost entirely thanks to his brilliant ideas. Oscar still has as much sway in any Ozian bank as a Mayor, Warden, or Ozma herself.

While Oscar's life has been anything but difficult since losing the role of King, he still wishes to regain some of that power. Never had he felt so needed as when the Ozians thought the first Wizard of Oz had the solution to all their problems. If only he could get some of that back, he would do great things!

"Why with my wit and your wealth, I think we could really make waves around here!"

PERSONALITY TRAITS
- Kind and chatty
- Always looking to make a deal
- Never gives away anything for free
- Isn't above working outside of the law
- Wants to regain power and popularity

IDEALS
- Spectacle: if you wow them, then you've won them.

BONDS
- Secretly jealous of Ozma's and Dorothy's fame and power
- Admires Cap'n Bill's resourcefulness and Tik-Tok's technological skills
- Adores Cowardly Lion and Hungry Tiger

FLAWS
- Never satisfied with what he has

OTHER PROFICIENCIES
- Sales and deception
- Performance and misdirection
- Creating elaborate and spectacular ideas
- Ventriloquism

WICKED & WONDERFUL LEADER
- Flashy
- Not Ozian
- Old
- Persuasive



HD 7 **HP** 50 **ARMOR** 12
SPEED 30′
SAVE +8, +2, 0
Immunity Illusion-based magic
Resistance Mind-altering magic, Saves against magic
Weakness Bribes, Deals

ATTACK
- **Collapsible Sword** (2 attacks) each 1D8+2
- **Throw Voice** DC20 to tell it's a deception
- **Misdirect** 20′ radius, DC20 save or lose reaction until next turn
- **Flourish** Self, next 1D4 actions roll with advantage
- **Audience Plant** 1 NPC (not including the player characters, can be any Civil Servant, Watcherfolk, or Civilian) revealed to be working with Oscar Diggs (once/day)
- **Produce Piglets** Every other round, 1 pool of Animals (Small, Swarm page 17)
- **Cast Spell**
  - **Invisibility** (1 hour) plus **Grand Illusion** The bigger the spectacle, the shorter it lasts—totally harmless (once/day)

SPECIAL
- Perfectly mimic any voice or animal call
- Triple Advantage on sleight of hand
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Sword Attack** (cost 1)
  - **Move** (cost 1) 30′
  - **Disengage** (cost 2)
  - **Save Any Fail** Take 10 damage (cost 3)

THE OUTFIT

THE ORGANIZATION • THE FAMILIES • THE OFFYA

Organized crime controlled by a few key families across the land of Oz. The families are in a constant power struggle with each other, but it all happens under the table and behind closed doors.

HIERARCHY

1. Bosses
2. Underbosses
3. Soldiers
4. Associates

PERSONALITY TRAITS

- Ambitious
- Self-made and hardworking
- Appearances and respectability are important
- Nostalgic for simpler times
- Wants to be a part of, and protect, their families

IDEALS

- Family: it's the glue keeping everyone together and the only thing on which anyone can truly depend

BONDS

- No true allegiances to anyone outside of the families
- Will work for any leader or organization if the payment is right
- Loyal to everyone within the family
- Respectful of equals and superiors, even in rival families
- Active members in the community

FLAWS

- Competitive to the point of self-sabotage
- Some see it all as a game and have a little too much fun

OTHER PROFICIENCIES

- Theft, arson, extortion, bribery, laundering
- Infiltrating systems and groups

THE OUTFIT (ASSOCIATES)

Works for the family or provides a resource that can't be fulfilled internally. Not a part of the family but can be brought in as soldiers if they prove themselves. Typically hired through an Underboss after proving their value to the family.

For stats, see CIVILIANS (page 21)

THE OUTFIT (BOSSES)

The head of an individual family. Takes a cut of all jobs and projects. Sometimes chosen by vote of a small selection of Underbosses (large groups draw attention). Final say in all family matters and responsible for communicating with other families and being aware of their ongoing plans. Big picture stuff.

HD 8 **HP** 65 **ARMOR** 14
SPEED 30′
SAVE +6, +3, +1
Immunity Intimidation, Fear
Resistance Mind-altering magic
Weakness Mental damage

ATTACK

- **Radium Knuckles** (3 attacks) each 1D4+6
- **Stun Baton** 1D6+6 plus 1D8 electric damage (save or be paralyzed for 1 round)
- **Call for Reinforcements** Summon 2D4 allies (Outfit Soldiers, once/day)
- **Working for Me** 1D4+2 NPCs (not including the player characters), can be any Civil Servant, Watcherfolk (page 61), or Civilian (page 21) revealed to be working for the Boss (once/day)

SPECIAL

- Any allies within 10′ of Boss attack with advantage
- LEAVE US
  Can clear any sized room of everyone except enemies and allies (once/day)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Knuckle Attack** (cost 1)
  - **Move** (cost 1) 30′
  - **Unnerve** (cost 2) 1 target, save or attacks roll at disadvantage for 1D4+2 rounds
  - **Target** (cost 3) all allies attack 1 target with advantage for 1 round
  - **Save Any Fail** Take 10 damage (cost 3)



THE OUTFIT (SOLDIERS)

The lowest members of the family and where everyone starts, even children of the Boss. The most active in their community and are easily recognized. Can recommend Associates to their Underboss. High percentage of each job they complete goes to the Boss.

HD 2 **HP** 18 **ARMOR** 13
SPEED 30′
SAVE +3, +1, 0
Resistance Intimidation, Fear
Weakness Mental damage

ATTACK

- **Copper Knuckles** (2 attacks) each 1D4+3
- **Crowbar** 1D8+3
- **Menace** 1 target, save or attacks roll at disadvantage for 1D4 round

SPECIAL

- Advantage on intimidation
- Maximum damage attacking objects

THE OUTFIT (UNDERBOSSES)

Work underneath the Boss and responsible for managing jobs and day-to-day business. Paid directly by the Boss using income acquired by the Soldiers. First in line, along with other Underbosses, to be nominated for the role of Boss if the position becomes available.

HD 5 **HP** 35 **ARMOR** 13
SPEED 30′
SAVE +3, +2, +1
Resistance Intimidation, Fear, Mind-altering magic
Weakness Mental damage

ATTACK

- **Copper Knuckles** (2 attacks) each 1D4+3
- **Stun Baton** 1D6+3 plus 1D8 electric damage (save or be paralyzed for 1 round)
- **Menace** 1 target, save or attacks roll at disadvantage for 1D4+1 rounds
- **Working for the Boss** 1 NPC (not including the player characters), can be any Civil Servant, Watcherfolk (page 61), or Civilian (page 21) revealed to be working with the Outfit (once/day)

SPECIAL

- Advantage on intimidation
- Any allies within 5′ of Underboss attack with advantage
- CLEAR OUT
  Can use reaction to have all allies flee at once (once/day, either double speed or doesn't provoke attack but not both)

OZMA

THE PRINCESS OF OZ • CHILD QUEEN • OZMA TIPPERATUS THE FIRST



The Princess of Oz. Daughter of King Pastoria (human, deceased) and Queen Lurline (Fairy, alive). The Queen returned to her Rainbow Realm after Ozma was kidnapped and raised by the sorceress Mombi. The Princess was enchanted to live under the guise of a servant boy named Tip. It was during her time living as Tip that Oscar Diggs arrived in Oz and claimed the throne as the Wonderful Wizard of Oz. Her time living in fear under the jealous and cruel Mombi has deeply impacted Ozma's outlook toward rulership.

Distrustful of most magic users, Ozma's first act was to use her newly manifested Fairy powers to strip Mombi of her magic. Her second act was to decree that magic use was prohibited unless granted royal permission. Some say she has a secret order of Knights to enact her will and punish those that defy her. Others suggest she is researching mass magic-control. Whether they're rumors or all true, it's common knowledge that Ozma intends to never see a family separated or harmed by reckless magic again.

"Fireballs and shock waves have no place in a civilized land. I have a duty to keep my people safe."

PERSONALITY TRAITS
- Lonely and seeks friendship wherever possible
- Doesn't respond well to criticism or opposition
- Loves hearing positive stories of her land
- Worries deeply for her people
- Wants Oz to be at peace

IDEALS
- Control: it is my duty to create boundaries so that the people of Oz know they are safe

BONDS
- Pities Mombi
- Loves Glinda, Locasta, and Polychrome
- Created Jack Pumpkinhead
- Friends with Dorothy but jealous that she is so adored by the Ozians

FLAWS
- Distrustful of those who are popular and make friends easily

OTHER PROFICIENCIES
- High-level planning
- Knowing all that goes on in Oz

WICKED & WONDERFUL LEADER
- Decisive
- Gentle
- Proactive
- Young

HD 14 **HP** 40 (Phase 1), 90 (Phase 2)
ARMOR 15
SPEED 40′ (Fly, Phase 2)
SAVE +10, +5, +1
Immunity Blindness, Mind-altering magic, Light magic
Resistance Saves against magic, Non-magic/non-Radium/non-iron weapons

PHASE 1
Weakness Radium/iron weapons

ATTACK
- **Radium Staff** (3 attacks) each 11 damage
- **Anti-Magic Touch** Up to 2 targets, all magical effects or resistances end and they cannot cast spells or use magic items, lasts 4D4 rounds (save for half)
- **Summon Guards** (Watcherfolk page 61 or Olive Knight Guardians page 41, once/day)
- **Cast Spell**
  - **Expel** Up to 10 creatures to anywhere in Oz (once/day)
  - **Banish** Up to 10 creatures to anywhere outside of Oz (once/season)

SPECIAL
- Maximum damage when attacking with Radium weapons
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Staff Attack** (cost 1)
  - **Move** (cost 1) 40′
  - **Single Anti-Magic Touch** (cost 2)
  - **Coordinate** (cost 3) all allies attack 1 target with advantage for 1 round
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 1 HP, Ozma begins to glow like a star, gains flight, and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2
Weakness Radium/iron weapons, Water, Darkness

ATTACK
- **Anti-Magic Touch** Up to 2 targets, all magical effects or resistances end and they cannot cast spells or use magic items, lasts 4D4 rounds (save for half)
- **Light Beam** 100′ line or 50′ cone, 4D8 light damage and blinded for 1 round or save for half and no blindness
- **Reflect** All magic targeting Ozma reflects back on the caster for 2D4 rounds
- **Cast Spell**
  - **Heal** 3D8
  - **Command** 4 targets for 1 minute (can save every round)
  - **Afterimage** Save or impression of Ozma obscures vision for 1D4 rounds (disadvantage on all targeted attacks, can save every round)
  - **Blur** All single-target attacks roll with disadvantage against Ozma for 1D4 rounds
  - **Blinding Light** Fills a room, blinded for 1 minute (can save every round)

SPECIAL
- Light damage is doubled while Ozma is in sunlight
- Doesn't provoke attacks when flying away from target (if already flying)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Burst of Light** (cost 1) 2D6 light damage, save for half
  - **Move** (cost 1) 40′
  - **Fly** (cost 2) 40′
  - **Single Anti-Magic Touch** (cost 2)
  - **Coordinate** (cost 3) all allies attack 1 target with advantage for 1 round
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain, Ozma will resurrect in the Rainbow Realm in 1D4 days unless the power of her true name is used against her (to be determined by the GM)

OZULTRA

PROJECT OZULTRA • THE PROGRAM • OPERATION ZEN

Secret program researching mass magic-suppression through trained individuals. If successful, the subject becomes a sort of beacon that negates magic within an area. Through numbers and strategy, the end goal is a blanket of control across all of Oz. Progress has been slow but continues through chemical and social experimenting. Who is behind the project is a heavily guarded secret.

HIERARCHY

1. Researchers
2. Test Subjects

PERSONALITY TRAITS

- RESEARCHERS
  - Arrogant and confident
  - Believe their work is more important than anything else in Oz
  - Want to succeed at their research
- TEST SUBJECTS
  - Range from mellow with violent outbursts to perpetually relaxed

IDEALS

- RESEARCHERS
  - Control: the masses don't know what's good for them
- TEST SUBJECTS
  - Obedience: following orders is all that there is

BONDS

- RESEARCHERS
  - Dedicated to Ozma and her decree to restrict magic
  - Possibly tenuous relationship with the Olive Knights
- TEST SUBJECTS
  - Reliant on the directions of their handlers

FLAWS

- RESEARCHERS
  - Believe their work is more important than anything else
- TEST SUBJECTS
  - Unable to make decisions

OTHER PROFICIENCIES

- RESEARCHERS
  - Research and development
  - Trial and error experimentation
- TEST SUBJECTS
  - Following orders
  - Blind obedience

OZULTRA (RESEARCHERS)

The minds behind the OZULTRA project. Some develop new methods of testing, others report to those in power and secure funding, and a select few act as handlers to control the test subjects. All are dedicated to the study.

HD 2 **HP** 15 **ARMOR** 10
SPEED 30′
SAVE +6, 0, -1
Resistance Charm, Fear, Confusion, Poison

ATTACK

- **Clipboard** 1D4-1
- **Throw Chemicals** 15′ range, 2D4 acid damage
- **Study Opponent** Add 1D6 to single ally's attacks for 1 round
- **Support** Add 1D10 to single ally roll
- **First Aid** 5′ range, Heal 1D6

SPECIAL

- Triple advantage on medical checks



OZULTRA (TEST SUBJECTS)

Some chose to get involved and believe in the cause, others were taken against their will. Either way, the effects aren't immediately noticeable. Knowing you have an inherent influence over others affects everyone differently, and most tend to get overwhelmed with this power. The result is individuals dependent on their handlers.

HD 4 **HP** 20 **ARMOR** 12
SPEED 30′
SAVE +4, 0, -1
Immunity Single-target magic
Resistance Area-effect magic

ATTACK

- **Anti-Magic Punch** (2 attacks) each 1D4 and save or can't cast/receive magic for 1 round
- **Anti-Magic Touch** 1 target, all magical effects or resistances end and they cannot cast spells or use magic items, lasts 10 rounds (save for half)

SPECIAL

- Advantage on hiding in crowds
- ANTI-MAGIC
  Any magic within 60′ of Test Subject is weakened (to be determined by the GM)
- Maximum damage when attacking with Radium weapons

VARIANTS

Test subjects are categorized by various grades of success

- **GRADE A**
  - Immune to all magic
  - Double anti-magic range and completely nullifies magic
  - Total reliance on handler (use OZUltra Researcher)
- **GRADE B**
  - Use default test subject stats
  - Mostly reliant on handler (use OZUltra Researcher)
- **GRADE C**
  - Roll all attacks at disadvantage
  - Anti-magic range is halved
  - Can't be controlled by handler

PATCHWORK GIRL

SCRAPS

There's no one out there quite as colorful, vibrant, and gentle as Patchwork Girl. Starting off as an adult-sized doll sewn from scraps, she was granted life by the Powder of Life with the intention of becoming a sorcerer's assistant. Now, after years spent tending to the needs of others, she's found independence and loves the freedom.

With this comes a mutual separation between her and Scarecrow. While they remain close, it was the right decision.

Patchwork Girl now roams the land searching for new experiences and trinkets to collect. The latter she stores in the endless void accessible by the zippers, buttons, and clasps on her dress. Meticulously organized, Patchwork Girl needs only open the appropriate fastener, reach in, and she can retrieve any item she's tucked away.

"Oh, what's that? Do you need it? May I have it? I'll trade you!"

PERSONALITY TRAITS
- Friendly and energetic
- Quick to offer input or lend a hand
- Resourceful and independent
- Adventurous and a risk-taker
- Wants to travel, experience new things, and collect rare treasures

IDEALS
- Community: the strongest and most beautiful quilt is the one sewn using the most fabrics

BONDS
- Still loves Scarecrow
- Friend of Dorothy and Ozma
- Admires Glinda and Locasta
- Interested in Jack Pumpkinhead
- Thinks Billina is very funny
- Fearful of Mombi

FLAWS
- Easily distracted

OTHER PROFICIENCIES
- Excellent crafter and mender
- Medicines and surgery

WICKED & WONDERFUL LEADER
- Intelligent
- Optimistic
- One-of-a-kind
- Resourceful



HD 14 **HP** 150 **ARMOR** 13
SPEED 40′
SAVE +10, +6, +1
Immunity Bludgeoning, Sleep, Exhaustion
Resistance Piercing
Weakness Wind

ATTACK
- **Punch** (2 attacks) each 1 damage
- **Comforting Hug** Save or sleep for 2D4 rounds (can be woken up)
- **Pull Thread** Save or garment/seam unravels (don't be weird)
- **Quick Stitch** Save or two fabrics sewn together
- **Access Void** Produce weapon or object larger than expected
- **Use Weapon/Object** GM's discretion
- **Open Pocket** 10′ radius, save or small objects and weapons get sucked in
- **Throw Notions** 40′ cube covered in pins, tacks, etc. and roll 1D8 for every 5′ moving through it
- **Dazzle** Save vs. Confusion to all who can see Patchwork Girl (only works once)

SPECIAL
- Doesn't breathe, eat, sleep, or suffer exhaustion
- Any water attack will cause colors to bleed and prevent Dazzle
- Advantage on Pull Thread and Quick Stitch against magical garments
- If slain, hundreds of random objects will begin spilling out of Patchwork Girl's wounds and seams (damage and danger to be determined by the GM)



PHANFASMS

Magical spirits born of hatred and malice. Pitch-black forms with piercing yellow eyes and all manner of animal, bird, and reptile heads. Invasive and hungry for magic. Packs have been known to ally themselves with the most violent and aggressive leaders, only to betray them at the most opportune moment. Popular targets for magical research and black-market trading.

HIERARCHY

1. Large Phanfasms
2. Small Phanfasms

PERSONALITY TRAITS

- Hostile and disloyal
- Ravenous and predatory
- Enjoy toying with their victims
- Never satisfied
- Can be convinced to follow a non-Phanfasm if they show enough power
- Manipulative if they see an opportunity to be exploited

IDEALS

- Fear: there's nothing quite like seeing a mix of confusion and terror staring back from a victim's eyes

BONDS

- Betrayed the Nome King during a previous attempt to invade Oz
- Hate Ozma and Glinda for frequently thwarting their attacks

FLAWS

- Distrustful of others, including fellow Phanfasms

OTHER PROFICIENCIES

- Hunting and tracking
- Magical knowledge
- Deception

NAMES

First and Foremost, Paradigm, Clear and Present, Asymmetry, Divide and Conquer, Backbone, Defeat in Detail, Lancer, Bob and Weave, Theater, Phalanx, High and Mighty, Echelon, Carronade, Bait and Bleed, Herringbone, Once and Always, Motitus, Shock and Awe, Fire and Forget

PHANFASMS (LARGE)

HD 8 **HP** 55 (Phase 1), 20 (Phase 2)
ARMOR 15 (P1), 12 (P2)
SPEED 30′ (P1), 30′ (P2, Any surface)
SAVE +8, +5, +1
Immunity Mind-altering magic
Resistance Non-magic weapons, Saves against magic
Weakness Radium weapons

PHASE 1

ATTACK

- **Bite** 1D10+5 plus 1D10 elemental damage
- **Claws** (2 attacks) each 1D8+1 plus 1D10 elemental damage
- **2D4 Elemental Darts** All hit for 1D10
- **Elemental Breath** 30′ cone, 3D10 or save for half
- **Mimic** Copy any form of similar size by stepping into their shadow, retains yellow eyes
- **Create Object** No larger than medium creature
- **Grant Wish** Use discretion

SPECIAL

- Any wish granted or object created under duress takes a perverse or twisted form with negative consequences

PHASE CHANGE

- After losing all Phase 1 HP, a Phanfasm's exterior cracks to reveal their glowing arcane core and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

ATTACK

- **Bite** 1D10+5 plus 1D12 elemental damage
- **Claws** (2 attacks) each 1D8+1 plus 1D10 elemental damage
- **2D4 Elemental Darts** All hit for 1D12
- **Shapeshift** Copy any form of similar size by stepping into their shadow, retains yellow eyes and glowing cracks
- **Explode** 30′ radius, 4D12 elemental damage (save for half, only once)

SPECIAL

- DRAWN TO MAGIC
  Can use reaction to move closer to magic (spellcaster, magic object, etc.) without provoking attack
- Exploding leaves no remains except shimmering embers and scorch marks

PHANFASMS (SMALL)

HD 3 **HP** 15 (Phase 1), 8 (Phase 2)
ARMOR 13 (P1), 10 (P2)
SPEED 30′ (P1), 30′ (P2, Any surface)
SAVE +5, +2, 0
Immunity Mind-altering magic
Resistance Non-magic weapons, Saves against magic
Weakness Radium weapons

PHASE 1

ATTACK

- **Bite** 1D6+2 plus 1D4 elemental damage
- **Claws** (2 attacks) each 1D4 plus 1D4 elemental damage
- **2 Elemental Darts** Both hit for 1D6
- **Mimic** Copy any form of similar size by stepping into their shadow, retains yellow eyes
- **Create Object** No larger than small creature

SPECIAL

- Advantage on attacks if within 10′ of a Large Phanfasm
- Any object created under duress takes a perverse or twisted form with negative consequences

PHASE CHANGE

- After losing all Phase 1 HP, a Phanfasm's exterior cracks to reveal their glowing arcane core and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

ATTACK

- **Bite** 1D6+2 plus 1D8 elemental damage
- **Claws** (2 attacks) each 1D4 plus 1D8 elemental damage
- **2 Elemental Darts** Both hit for 1D8
- **Mimic** Copy any form of similar size by stepping into their shadow, retains yellow eyes and glowing cracks
- **Explode** 10′ radius, 3D6 elemental damage (save for half)

SPECIAL

- Advantage on attacks if within 10′ of a Large Phanfasm
- DRAWN TO MAGIC
  Can use reaction to move closer to magic (spellcaster, magic object, etc.) without provoking attack
- Exploding leaves no remains except shimmering embers and scorch marks

POLYCHROME

POLLY • POLYCHROMATA OF THE RAINBOW REALM

Fairy princess and older half sister to Princess Ozma. She lives with her older sisters and fellow Daughters of the Rainbow in the Rainbow Realm of the Sky Fairies. Polychrome rarely leaves this Fairy Realm but typically does so to visit or help her younger half-human sister, Ozma.

The two get along as well as they can, but the land of Oz is so strange to Polychrome that she has trouble with most non-Fairy experiences. She tries her best, but the differences between her home and the land beneath the sky can lead to a lot of culture shock. While Polychrome is not immune to frustration, she's quick to overcome any hardship.

"Oh, won't you please dance with me? It will keep you warm and stave off any dreadful boredom that might try to creep in."

PERSONALITY TRAITS
- Enthusiastic and cheerful
- Rapidly moves through feelings
- Imaginative and inquisitive
- Makes friends quickly but forgets them just as easily
- Always dancing to keep warm
- Wants to prove she is a good sister to Ozma

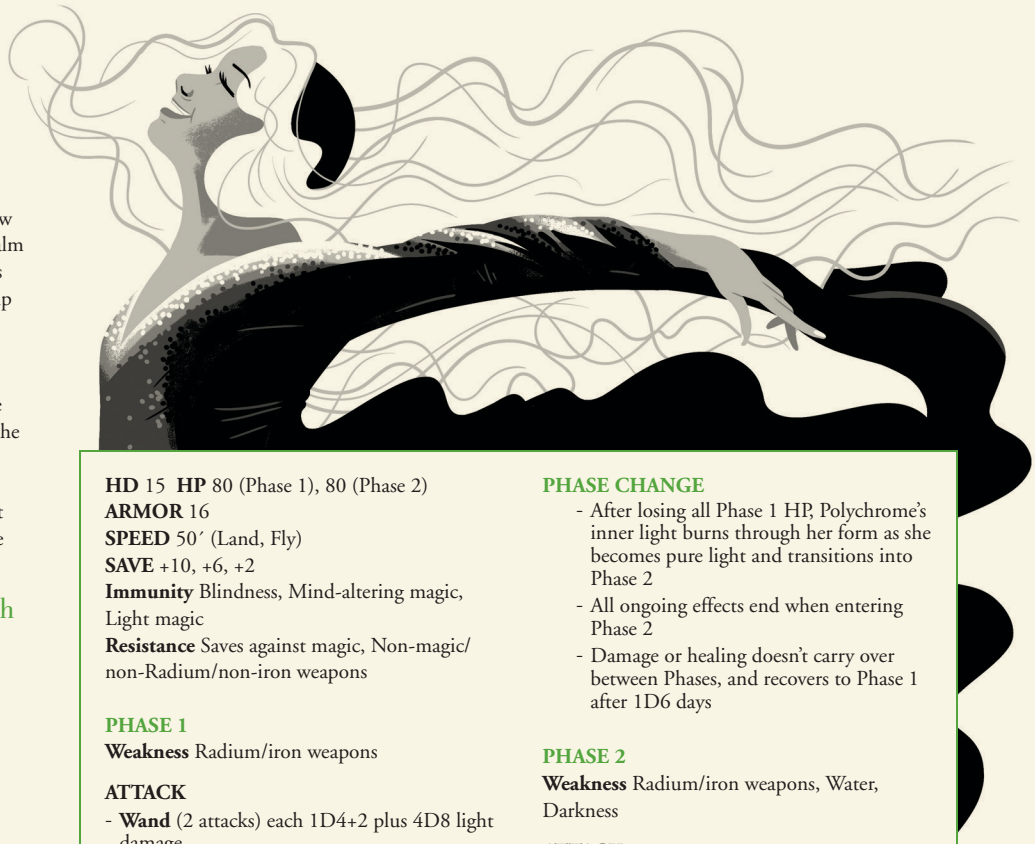
IDEALS
- Perseverance: the only way to find out what will happen is to try

BONDS
- Loves her sisters (the Daughters of the Rainbow) but she loves her half sister, Ozma, the most
- Polite with Dorothy, Shaggy Man, and Button-Bright

FLAWS
- Prone to anger when frustrated

OTHER PROFICIENCIES
- Flying
- Burning bright
- Traveling between the Sky Fairy Realm and Oz
- Traveling by rainbow
- Communicating with Fairies

WICKED & WONDERFUL LEADER
- Detached
- Enthusiastic
- Not Ozian
- Optimistic



HD 15 **HP** 80 (Phase 1), 80 (Phase 2)
ARMOR 16
SPEED 50′ (Land, Fly)
SAVE +10, +6, +2
Immunity Blindness, Mind-altering magic, Light magic
Resistance Saves against magic, Non-magic/non-Radium/non-iron weapons

PHASE 1

Weakness Radium/iron weapons

ATTACK
- **Wand** (2 attacks) each 1D4+2 plus 4D8 light damage
- **Light Beam** 100′ line or 50′ cone, 4D8 light damage or save for half
- **Rainbow Blight** 4D10 light damage and target has triple disadvantage for next round, then disadvantage the round after that, back to normal on the third round
- **Cast Spell**
  - **Red** Target is paralyzed for 1 minute (can save every round)
  - **Orange** Increase target's Armor by +3 for 1 minute
  - **Yellow** Fills a room with blinding light, blinded for 1 min (can save every round)
  - **Green** Unlock non-magic/non-Radium/non-iron lock/fastener
  - **Blue** Teleport self 50′
  - **Indigo** Heal target for 3D8
  - **Violet** Turn target into small animal (can save, DC15 and difference between roll and 15 is number of rounds target stays this way)

SPECIAL
- Maximum damage when attacking with magic weapons
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Wand Attack** (cost 1)
  - **Move** (cost 1) 50′
  - **Teleport** (cost 2) 50′
  - **Rainbow Flash** (cost 2) 30′ radius, 3D8 light damage or save for half
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 1 HP, Polychrome's inner light burns through her form as she becomes pure light and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

Weakness Radium/iron weapons, Water, Darkness

ATTACK
- **Blinding Touch** (2 attacks) each 8D8 and save against blindness
- **Light Beam** 100′ line or 50′ cone, 8D8 light damage and blinded for 1 round or save for half and no blindness
- **Cast Spell**
  - **Blinding Light** Fills a building, blinded for 1 minute (can save every round)
  - **Heat Object** 6D8 to holder unless it can be dropped and bursts into flames if flammable
  - **Evaporate Liquids** 10′ cube
  - **Teleport** Self, 50′

SPECIAL
- Save against blindness (for 1 round) each turn that begins looking at Polychrome without eye protection
- Light damage is doubled while Polychrome is in sunlight
- Doesn't provoke attacks when flying away from target (if already flying)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Blinding Light Attack** (cost 1)
  - **Move** (cost 1) 50′
  - **Teleport** (cost 2) 50′
  - **Rainbow Flash** (cost 2) 30′ radius, 3D8 light damage or save for half
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain, Polychrome will resurrect in the Rainbow Realm in 1D4 days unless the power of her true name is used against her (to be determined by the GM)

PORCELAIN FOLK

Sentient ceramic sculptures of varying creatures and ancestries native to Oz. With no need to eat and requiring only a little rest, most spend their time supporting the arts. These small figures contain dangerous spectral cores that some believe to be connected to those that die in Oz.

HIERARCHY

1. Porcelain Princess
2. Townsfolk

NAMES

Bartlam, Bybee, Elgin, Gladding, Shimpo, Lenox, Graff, Wheatley, Uhl, Hagen, Kenton, Hadley, Niloak, Corn, Tile, Frankoma



PORCELAIN FOLK

(PORCELAIN PRINCESS)

Ruler of the Porcelain Village and the first of the Porcelain folk. She takes great responsibility in protecting the townsfolk and if anyone knows the secret to their spectral essence, it would be her.

HD 4 **HP** 10 (Phase 1), 25 (Phase 2)
ARMOR 12
SPEED 30′ (Phase 1), 40′ (Phase 2, Fly)
SAVE +4, 0, -1

PHASE 1

Resistance Charm
Weakness Bludgeoning

ATTACK

- **Scepter** 1D8 (only once before it shatters)
- **Slap** 1 damage
- **Summon Guards** 1D4+2 Porcelain Townsfolk (every other round)
- **Rally** All allies that can hear the Princess roll advantage on attacks until the Princess' next turn

SPECIAL

- Indistinguishable from porcelain figure when motionless

PHASE CHANGE

- After losing all Phase 1 HP, Porcelain Princess's exterior cracks enough to release her spectral core and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and only returns to Phase 1 after its porcelain body is mended

PHASE 2

Immunity Non-magic/non-Radium weapons
Weakness Radium weapons, Light/Holy magic

ATTACK

- **Spectral Touch** (2 attacks) each 1D8 undead (can't be healed until 1D4 days have passed)
- **Spectral Drain** 1D12 (can't be healed until 1D4 days have passed)
- **Cast Spell**
  - **Invisibility** Self, 2D4 rounds
  - **Meddle** Machinery or magic object fails to work for 2D4 minutes
  - **Bad Luck** Target rolls disadvantage for 2D4 hours (save for half)

SPECIAL

- Can move through objects and creatures without hindrance (but still provokes attack if appropriate)

PORCELAIN FOLK

(TOWNSFOLK)

Citizens of the Porcelain Village. Some resemble other native Ozians but have no knowledge of them. The clumsiest display mended cracks from previous injuries and mishaps.

HD 3 **HP** 5 (Phase 1), 15 (Phase 2)
ARMOR 12
SPEED 30′ (Phase 1), 40′ (Phase 2, Fly)
SAVE +3, -1, -2

PHASE 1

Weakness Bludgeoning

ATTACK

- **Punch** 1 damage
- **Mundane Object** 1D4-1

SPECIAL

- Indistinguishable from porcelain figure when motionless

PHASE CHANGE

- After losing all Phase 1 HP, a Porcelain Folk's exterior cracks enough to release its spectral core and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and only returns to Phase 1 after its porcelain body is mended

PHASE 2

Immunity Non-magic/non-Radium weapons
Weakness Radium weapons, Light/Holy magic

ATTACK

- **Spectral Touch** (2 attacks) each 1D6 undead (can't be healed until 1D4 days have passed)
- **Spectral Drain** 1D6 (can't be healed until 1D4 days have passed)
- **Cast Spell**
  - **Invisibility** Self, 1D4 rounds
  - **Meddle** Machinery or magic object fails to work for 1 minute
  - **Bad Luck** Target rolls disadvantage for 1D4 hours (save for half)

SPECIAL

- Can move through objects and creatures without hindrance (but still provokes attack if appropriate)



THE RAK

Terribly violent creature that can fly, swim, and sprint great distances with ease. The Rak can devastate a neighborhood in a matter of minutes if not distracted or placated quickly. Exhales noxious smoke that it blows from its furnace-like stomach. It can heal most wounds, but the process is painful and the Rak is extremely vulnerable at this time.

HD 3 **HP** 100 (Phase 1), 75 (P2), 50 (P3)
ARMOR 18 (Phase 1), 16 (P2), 14 (P3)
SAVE +9, +6, +3
Immunity Poison
Resistance Water, Fire, Saves against magic
Weakness Radium weapons

PHASE 1

SPEED 80′ (Land, Swim, Fly)

ATTACK

- **Smoke Stream** 60′ line, obscures vision and 3D6 poison or save for half
- **Wing Blast** 60′ cone, pushed back 60′ or save for half
- **Claw** (2 attacks) each 2D6+6 and **Bite** 2D10+6
- **Tail Lash** 30′ reach 2D12 damage and be thrown back 30′
- **Lift** (+12 STR) and **Drop** 60′ for 6D6

SPECIAL

- Doesn't provoke attacks when flying away from target (if already flying)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Fly/Swim** (cost 2) 60′
  - **Spit Sludge** (cost 2) 40′ range, 2D12 poison or save for half
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE

- After losing all Phase 1 HP, the Rak will shed its wings and leathery hide to reveal more vulnerable fish scales and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

SPEED 60′ (Land, Swim)

ATTACK

- **Smoke Blast** 30′ radius, obscures vision and 3D6 poison or save for half
- **Claw** (2 attacks) each 2D6+6 and Bite 2D10+6
- **Tail Lash** 30′ reach 2D12 damage and be thrown back 30′
- **Tail Sweep** 360° spin, save or take 4D12 damage and be thrown back 40′
- **Blinding Scales** 40′ cube, can save every round

SPECIAL

- Doesn't provoke attacks when swimming away from target (if already swimming)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Swim** (cost 2) 60′
  - **Spit Sludge** (cost 2) 40′ range, 2D12 poison or save for half
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE

- After losing all Phase 2 HP, the Rak will shed its tail and scales to reveal vulnerable amphibious skin and transition into Phase 3
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 2 after 1D6 days

PHASE 3

SPEED 50′ (Land, Swim)

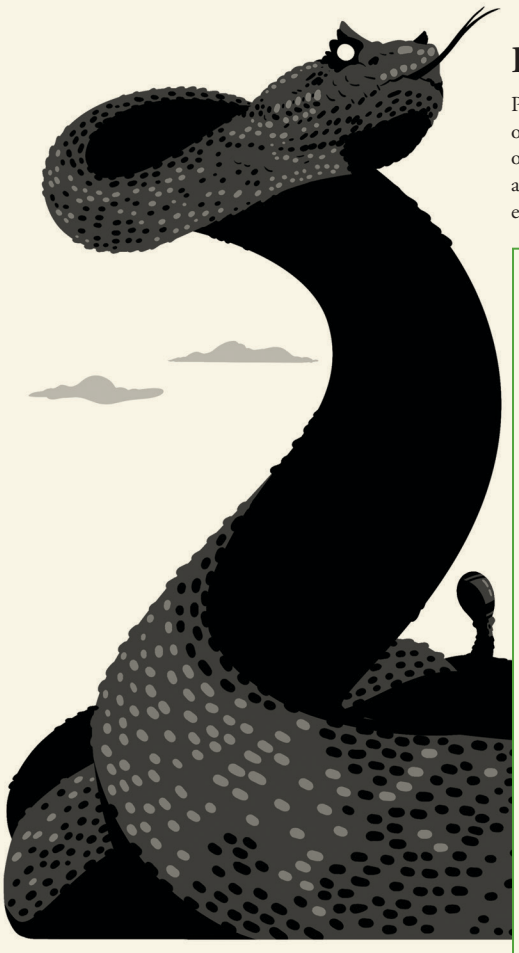
ATTACK

- **Exude Smoke** 30′ radius, obscures vision and 3D6 poison or save for half
- **Claw** (2 attacks) each 2D6+6 and Bite 2D10+6
- **Leap** Up to 50′ (doesn't provoke attack), 3D12 or save for half

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Move** (cost 1) 60′
  - **Swim** (cost 2) 60′
  - **Sludge Breath** (cost 2) 40′ cone, 2D12 poison or save for half
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain, the Rak will curse or reward the enemy that dealt the final blow (to be determined by the GM)





RATTLESNAKES (SWARM)

Poisonous snakes with musical rattles at the end of their tales. One rattlesnake warning will set off the entire group (called a "rumba") and will attack as one. Their rattles are highly prized for entertainment and pacifying toys.

HD 3 / pool **HP** 10 / pool **ARMOR** 10
SPEED 30′
SAVE X+3, X+1, X
Immunity Conditions that affect a single target
Resistance Slashing, Piercing, Poison, Hearing-based magic
Weakness Area-effect magic, Cold

ATTACK
- **Bite** XD4+X plus XD6 poison damage (save for half poison)
- **Coat** Save (DC12+X) or be immobilized, can save every round
- **Constrict** (Once coated) XD6
- **Rattle** 10X′ radius, hearing-based magic is halved and disadvantage on hearing-based checks

SPECIAL
- POOLS
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Damage or healing to one pool doesn't carry over to the next pool
  - Loss of one pool is permanent and reduces the value of X
- Can exist in the same space with other creatures
- Moves half speed for 1 round after hit by cold
- GROUND SENSE
  Can sense any movement on the same natural surface in 100′ radius

RATTLESNAKES (GIANT)

Rare mutation of a regular Rattlesnake. Giant snake with a musical rattle at the end of its tail. Its hypnotizing rattle has many healing properties.

HD 8 **HP** 60 **ARMOR** 13
SPEED 50′
SAVE +6, +3, 0
Immunity Hearing-based magic
Resistance Poison
Weakness Cold

ATTACK
- **Bite** 1D10+3 plus 4D6 poison damage (save for half poison)
- **Spit Venom** 1D8+6 poison damage
- **Constrict** Up to 3 targets, 3D12 and restrained or save for half and no restraint (save each round)
- **Rattle** 60′ radius, save or disadvantage on all rolls, fall asleep for 1 minute on second fail (can be woken up)

SPECIAL
- Moves half speed for 1 round after hit by cold
- GROUND SENSE
  Can sense any movement on the same natural surface in 500′ radius





SAND ELEMENTALS

The very essence of sand. They want nothing but to erode everything into fine grains. Something about the yellow bricks deters them, but they cannot understand or communicate why.

HD 5 / pool **HP** 20 / pool **ARMOR** 11
SPEED 10′, 45′ (Sand)
SAVE X+5, X+2, X
Immunity Slashing/Piercing from non-magic weapons
Resistance Mental damage, Mind-altering magic, Slashing, Piercing
Weakness Water, Wind, Yellow Bricks act as Fear spell

ATTACK
- **Slam** XD10+X (save or be pushed back 5X′)
- **Punch** (2 attacks) each XD6+X
- **Sand Torrent** (Target must be on sand) lift up 10X′ in the air and take XD6 damage or save for half
- **Pull Under** (+4X STR, Elemental must be on sand) and **Smother** XD10 each round until save

SPECIAL
- POOLS
  - X equals number of pools (maximum 10, minimum 1)
  - Can combine or divide pools as a reaction (once/round)
  - Damage or healing to one pool doesn't carry over to the next pool
  - Loss of one pool is permanent and reduces the value of X
- SAND SENSE
  Can sense any movement on sand in 250′ radius

SAWHORSES

Living wooden sawhorses. The first Sawhorse was granted locomotion and sentience with the Powder of Life, and since then, their numbers have significantly multiplied. Sawhorses never tire, but no leg joints mean they travel only slightly quicker than the average walking speed. Require regular wood treatment to avoid splintering, and hooves are often reinforced with metal.

HD 5 **HP** 30 **ARMOR** 12
SPEED 35′ (Any terrain except sand)
SAVE +4, +1, 0
Immunity Sleep, Poison, Exhaustion
Resistance Cold, Water, Piercing, Bludgeoning
Weakness Fire, Axes

ATTACK
- **Bite** 1D4
- **Trample** 2D6+4
- **Kick** (2 attacks, if target is behind) each 2D8+4

SPECIAL
- Doesn't breathe, eat, sleep, or suffer exhaustion



SCARECROW

FORMER KING OF OZ

No one knows how an ineffective scarecrow came to life, but what he's done with his time in Oz is known by most. He traveled with Dorothy and helped dethrone Verdella as the Witch of the West, he became the ruler of Oz after Oscar Diggs was disgraced as an ineffective Wizard, and he briefly acted as advisor to Ozma when she returned to the Emerald Citadel. All with just a head full of straw.

But what Scarecrow has discovered, and would never reveal to others, is that his head isn't just padding and packing. Scarecrow learns the knowledge of whatever he can fit inside his burlap body. Scrolls, pages from books, even shredded up documents will fill Scarecrow's brain with whatever is written. The more he can stuff in, the smarter he becomes, and this has led to a professional relationship with the Wogglebugs. He hires them to both shrink down existing texts and transcribe other material as small as possible.

"Please allow me to get some fresh stuffing and think on this. I have my best thoughts after hitting the hay."

PERSONALITY TRAITS
- Gentle, helpful, and kind
- Silly and clumsy
- Encyclopedic knowledge of what he's studied
- Wants to collect more and more sources of knowledge

IDEALS
- Knowledge: growth and power are a direct result of those who know something overcoming those who don't

BONDS
- Adores Patchwork Girl
- Respects Ozma, Glinda, and Locasta
- Dear friends with Tin Woodman and regularly debates logic versus emotion
- Friends with Dorothy, Jack Pumpkinhead, Cowardly Lion, and Shaggy Man
- Afraid of Verdella and Jinjur
- Doesn't think Cap'n Bill and Button-Bright are very resourceful
- Professional relationship with the Wogglebugs

FLAWS
- Masks insecurities with silliness

OTHER PROFICIENCIES
- Can identify most crops and weather patterns

WICKED & WONDERFUL LEADER
- Funny
- Honest
- Intelligent
- One-of-a-kind



HD 12 **HP** 110 **ARMOR** 13
SPEED 30′
SAVE +10, +4, 0
Immunity Sleep, Exhaustion, Bludgeoning and falling damage
Resistance Piercing damage, Mind-altering magic
Weakness Fire (damage and seeing it acts as Fear spell), Falling prone, Wind

ATTACK
- **Walking Stick** (3 attacks) each 1D6+4
- **Scrutinize** Knows a target's weaknesses or grants advantage for one type of attack (magic, axes, fire, etc.) against the target for the remainder of encounter
- **Release Wogglebugs** 2D6 allies appear from inside Scarecrow's body (use Wogglebugs page 64, once/day)
- **Cast Spell**
  - **Heal** 3D6
  - **Read Thoughts** 1D4 targets, can save
  - **Read Body Language** 1D4 targets, disadvantage on physical attacks for 1D4 rounds, can save
  - **Compel Truth** 30′ radius, can save
  - **Mass Influence** 1D10+10 targets, can save
  - **Send Message** 1 target, any distance

SPECIAL
- Doesn't breathe, eat, sleep, or suffer exhaustion
- Can't be surprised
- PLANNED FOR THIS
  Always has an escape plan, no matter how improbable
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Walking Stick** (cost 1)
  - **Move** (cost 1) 30′
  - **Parry** (cost 1) during a melee attack (roll 1D6 and add to Armor)
  - **Give Advice** (cost 2) 60′ during an enemy attack (roll 1D6 and add to ally's armor)
  - **Cast spell** (cost is spell level+1, level 0 spell cost is 1)
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and the body isn't burned, Scarecrow will reanimate in 1D6 days

SEEDLINGS

Vegetation granted sentience and locomotion by one (or many) of Jack Pumpkinhead's pumpkin seeds. Only one seed is needed for the effects to take root, but the more seeds present, the more intelligent (and humanoid) the seedling will be. If all seeds are removed, then the plant returns to its inanimate state.

Consuming a seed (or any part of the seedling) grants a temporary boost to intelligence, but they will be permanently susceptible to Jack Pumpkinhead's influence. The more one consumes, the more intelligent and susceptible they become.

SEEDLINGS (LARGE)

Typically trees but any vegetation of significant size can be categorized as a large Seedling. An entire hedge maze, the ivy that covers a mansion's exterior, or an algae bloom would all fall under this category. While it only takes one seed to animate the plant life, large Seedlings often have two or three seeds covered in dense vegetation. The knots aren't always obvious but can be easily identified when looking for them.

HD 5 **HP** 50 **ARMOR** 10
SPEED 30′
SAVE +5, +3, 0
Immunity Plant magic, Light magic recovers HP
Resistance Earth, Water, Mind-altering magic
Weakness Fire, Axes

ATTACK

- **Slam** (2 attacks) each 1D10+5
- **Plant Attack** (4 attacks) each 1D6+3
- **Root Whip** (2 attacks) 80′ range, each 1D12+3
- **Leech Soil** Heal 4D8
- **Spores** 30′ radius, one effect (see SPECIAL, can save)
- **Spit Sap** 80′ range, 2D10 acid plus save or have legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute (water will dissolve it)

SPECIAL

- Extra 1D8 to attacks and healing if in direct sunlight
- Advantage on attacks if within 30′ of Jack Pumpkinhead
- Any pumpkin seeds removed from the seedling and planted in soil sprouts a sentient jack-o'-lantern in 1D4 days
- SPORES
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds

SEEDLINGS (SMALL)

The most commonly appearing Seedlings. Fruits, vegetables, individually potted plants, etc. Jack Pumpkinhead's seeds often lead to accelerated growth, so these Seedlings tend to stand out. The matter that encases the pumpkin seed tends to be harder and, in the case of edible sources, more delicious than the rest of the plant. Anyone in the culinary trade that knows this will pay a high price for a consistent source of Seedlings.

HD 2 **HP** 10 **ARMOR** 8
SPEED 30′
SAVE +3, 0, -1
Immunity Plant magic, Light magic recovers HP
Resistance Earth, Water, Mind-altering magic
Weakness Fire, Axes

ATTACK

- **Slam** 1D6+3
- **Plant Attack** (2 attacks) each 1D4
- **Stem Whip** 30′ range, 1D8
- **Leech Soil** Heal 1D6
- **Spit Juice** 20′ range, 1D6 acid plus save or have legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute (water will dissolve it)

SPECIAL

- Extra 1D4 to attacks and healing if in direct sunlight
- Advantage on attacks if within 10′ of a Large Seedling
- Any pumpkin seeds removed from the seedling and planted in soil sprouts a sentient jack-o'-lantern in 1D4 days



SHAGGY MAN

Very little is known about Shaggy Man. Sure, he's an elderly man covered in vibrant rags who wanders about Oz without any possessions, but who is he really?

Shaggy Man doesn't share much, nor does he discuss his friendship with Princess Ozma. She is the reason his rags are made of the finest silks, satins, and velvets.

For a time, Shaggy Man possessed one of the Relics of Oz: the Love Magnet. With it, he befriended the Sky Fairies and Ozma's half sister, Polychrome. Shaggy Man then lived among the Fairies for a time and, as a result, is able to easily travel between realms and enter places normally locked and guarded. He is one of the few who can come and go between Oz and other lands without trouble, though he's not quite sure how he does it. With this skill, he hopes to free his brother, Woolly Man, from the clutches of the Nomes.

"What a beautiful day! I think I'll go for a stroll and see where my feet take me."

PERSONALITY TRAITS
- Quiet and private
- Kind and polite
- Nomadic spirit and easily gets restless
- Doesn't care for possessions
- Refuses payment or help
- Looking for the Love Magnet
- Wants to save his brother from the Nomes

IDEALS
- Freedom: if it's not hurting anyone else, then everyone should be free to live how they wish to live

BONDS
- Wants to rescue his brother from the Nomes
- Eternally grateful for Ozma's kindness
- Friends with Dorothy, Button-Bright, and Patchwork Girl
- As close with Polychrome as anyone can claim to be

FLAWS
- Has trouble staying in one place for very long

OTHER PROFICIENCIES
- Professional-grade singer

WICKED & WONDERFUL LEADER
- Independent
- Mature
- Open-minded
- Patient

HD 9 **HP** 80 **ARMOR** 12
SPEED 50′
SAVE +6, +3, 0
Immunity Illusions
Resistance Mind-altering magic, Magic based on current rags

ATTACK
- **Walking Cane** (2 attacks) each 1D6+3
- **Throw Apple** (Ranged, 2 attacks) each 1D4+3
- **Change Rags** Resistance to magic based on details of the rags (pattern, color, etc.)
- **Deep Pockets** Produce weapon or object larger than expected
- **Use Weapon/Object** GM's discretion
- **Call for Help** Roll 1D8, 1–5: no help, 6–7: 1D4 Civilians (page 21), 8: 1D4 Watcherfolk (page 61) (once/day)
- **Cast Spell**
  - **Open Lock** Doesn't work on iron or Radium
  - **Wander** Move between realms, up to 6 targets (once/week)
  - **Confuse** 1 target for 1 minute (can save every round)

SPECIAL
- Rerolls any dice rolls of '1'
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Walking Cane** (cost 1)
  - **Single Apple** (cost 1)
  - **Move** (cost 1) 50′
  - **Change Rags** (cost 2)
  - **Dazzling Coat** (cost 3) all targeted spells reflect for 1 round
  - **Save Any Fail** Take 10 damage (cost 3)





THISTS

Humanoid plant-creatures resembling thistles. Prickly in both appearance and demeanor, many value outward appearances and conspicuous wealth. A Thist's mouth and stomach are lined with gold, and they can eat almost anything without trouble.

NAMES
Hete-Ci, Poni-Ti, Way-Lee, Stem, Yushan, Ochro, Remo-Ti, Mohavense, Zoni-Air, Fontinale, Brevi-Si, Sissimu, Occi, Coco-Lorum, Mosum

HD 4 **HP** 20 **ARMOR** 12
SPEED 30′
SAVE +3, +1, -1
Immunity Plant magic, Light magic recovers HP
Resistance Poison, Earth, Water, Mind-altering magic
Weakness Fire, Slashing

ATTACK
- **Punch** (2 attacks) each 1D4+1
- **Bite** 1D6+1 plus 1D12 acid damage
- **Spit Seed** (3 attacks, ranged) each 1D4+1
- **Eat** Regain HP comparable to the size of the resource (crossbow bolt regains 1D4, tray of appetizers regains 2D6, entire meal regains 3D8, etc.)
- **Leech Soil** Heal 2D6
- **Cutting Words** 1D8+3 mental damage
- **Mock** Disadvantage on attacks for 2D4 rounds (save for half)

SPECIAL
- Extra 1D6 to attacks and healing if in direct sunlight

TIK-TOK

Tik-Tok is truly one of a kind in Oz. Their copper finish and clockwork mechanisms weren't crafted by any of the great Ozian inventors, but Tik-Tok doesn't care. Tik-Tok calls Oz home, and they will do everything they can to improve their home.

Part of this improvement is the development of the Clockwork Denizens. With Tin Woodman's aid in improving upon the early (and emotionless) designs, Tik-Tok has created an expanding group of clockwork-based robots that can serve a number of functions as well as exist in their own right. If Tik-Tok had ever gotten close to an emotion, it would be something akin to pride for this progress.

"I ac-knowl-edge your re-quest and will do the ne-ces-sar-y cal-cu-la-tions be-fore de-liv-er-ing my an-swer."

PERSONALITY TRAITS
- Calm and calculated
- Meticulous
- Sees the value in protecting the Clockwork Denizens and those that are helpful
- Wants to consistently improve upon the Denizen designs

IDEALS
- Logic: there is no room in Tik-Tok's core for emotions

BONDS
- Recalls being found by Dorothy and Billina
- Recalls being harmed by the Nome King
- Recalls being saved by Shaggy Man while he looked for his brother
- Understands the benefits of allowing Tin Woodman to contribute to the development of the Clockwork Denizens

FLAWS
- Entirely lacks emotions

OTHER PROFICIENCIES
- Excellent craftsperson

WICKED & WONDERFUL LEADER
- Focused
- Logical
- Not Ozian
- One-of-a-kind

HD 12 **HP** 80 (Phase 1), 40 (Phase 2)
ARMOR 14 (Base)
SPEED 30′ (Walk), 45′ (Roll)
SAVE +6, +4, +1
Immunity Mind-altering magic
Resistance Non-magic/non-Radium slashing and piercing, Saves against magics

PHASE 1

Weakness Radium bludgeoning

ATTACK
- **Punch** (2 attacks) each 1D6+4
- **Spinning Punch** 360° spin, 1D10+4 damage and be thrown back 10′ (save for half damage and no push back)
- **Ram** 1D10+4 plus additional 1D4 for every 5′ they roll this round before they attack (up to 4D4)
- **Summon Aid** 1D4 Clockwork Denizens (page 21, every other round)

SPECIAL
- ANALYZING
  Armor increases by +2 every round
- Any electricity damage resets Armor
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 30′
  - **Roll** (cost 2) 30′ and doesn't provoke attack
  - **Disarm** (cost 2) contest against target with +8 to either speed or strength and weapon flies away 30′
  - **Save Any Fail** Take 10 damage (cost 3)
- Doesn't breathe, eat, sleep, or suffer exhaustion
- Turnkey on Tik-Tok's back needs to be rotated daily or they lose functionality

PHASE CHANGE

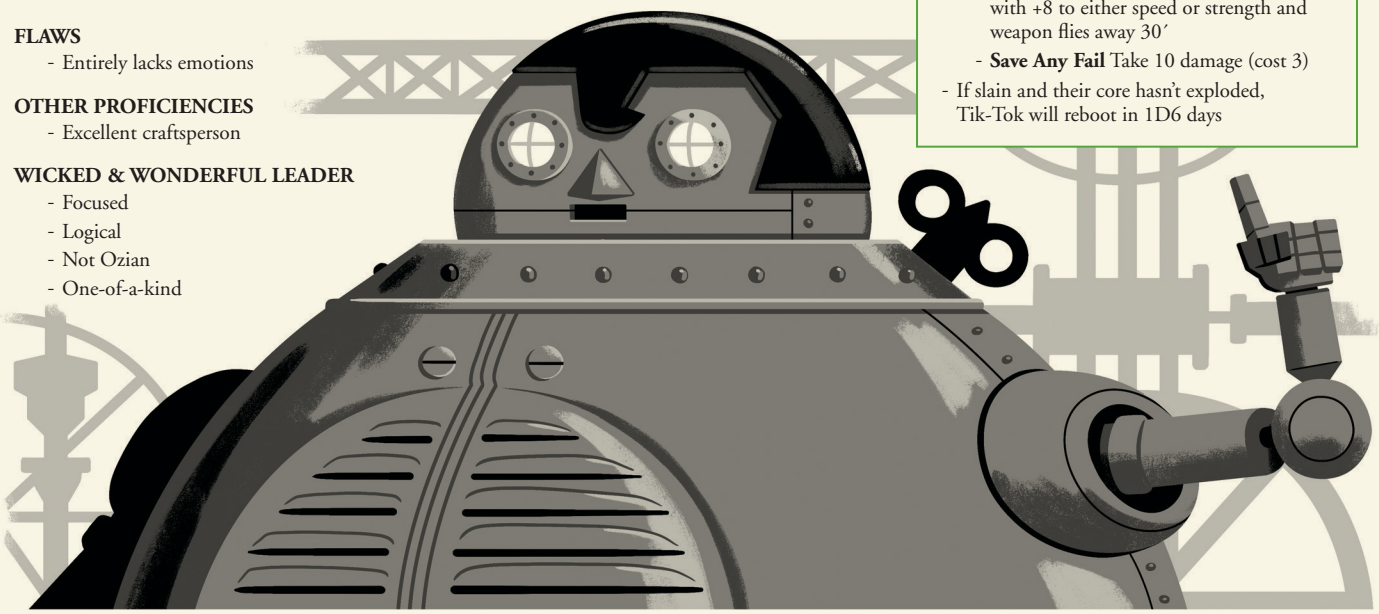
- After losing all Phase 1 HP, Tik-Tok's casing starts to shoot sparks as they begin to short-circuit and transition into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

Weakness Radium bludgeoning, Electricity

ATTACK
- **Electric Punch** (3 attacks) each 1D6+4 plus 2D6 electric damage (save or be paralyzed for 1 round)
- **Electric Spin** 360° spin, 1D10+4 damage plus 2D6 electric damage and be thrown back 10′ or save for half damage and no push back
- **Discharge** Every other round, 60′ radius, 4D12 electric damage and be paralyzed (1 round, save for half and no paralysis)
- **Animate Machine** By touch, lasts 1D6 rounds
- **Core Explosion** 120′ radius, 12D8 fire damage and pushed back 60′ (save for half, only once)

SPECIAL
- ANALYZING
  Armor increases by +1 every round
- Any electricity damage resets Armor
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Electric Punch** (cost 1)
  - **Move** (cost 1) 30′
  - **Electric Roll** (cost 2) 1D6 to anyone along 30′ line and doesn't provoke attack
  - **Disarm** (cost 2) contest against target with +8 to either speed or strength and weapon flies away 30′
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and their core hasn't exploded, Tik-Tok will reboot in 1D6 days



TINNERS

Customizable machines controlled by an operator with countless applications. Designed by the Winkies but used across Oz. Can be organized in an assembly line with one function or fitted to be multipurpose.

Their interchangeable parts mean an individual tinsmith can own one cockpit and swap out the arms and legs to accomplish a range of tasks.

SAMPLE TINNERS:

CONVEYORS

A single cockpit with track legs and two Mover arms, these Tinners are sturdy and meant for moving large objects around. Often used in warehouses and factories.

DUSTERS

A single cockpit with precision legs and two spraying arms. Good for both painting, watering, and fumigation.

WELDERS

Two back-to-back cockpits on double-wide reinforced legs with four arms (pair of fasteners, pair of movers). Often brought to construction sites or used in tandem with Conveyors.

TINNERS (ARM, FASTENER)

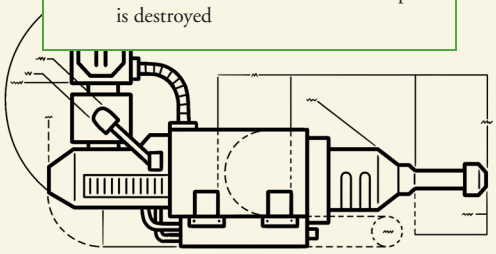
HD 3 **HP** 30 **ARMOR** 12
SPEED 5′ (Crawl)
SAVE +4, 0, -2
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons
Weakness Electricity, Cold

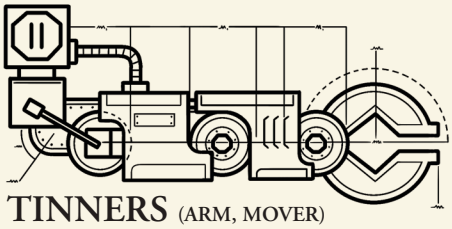
ATTACK

- **Slam** 1D10+4, save or be thrown back 10′
- **Rivet** 120′, 1D8 plus 1D8 fire damage
- **Torch** 20′ cone of fire, 3D6 fire or save for half
- **Weld** Any two metal surfaces together, deal 10HP to break and can combine to stack HP

SPECIAL

- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Function ceases when arm or cockpit is destroyed





TINNERS (ARM, MOVER)

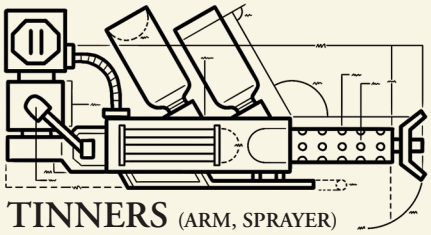
HD 3 **HP** 30 **ARMOR** 12
SPEED 5′ (Crawl, Climb)
SAVE +5, 0, -1
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons
Weakness Electricity, Cold

ATTACK

- **Slam** 2D10+5, save or be thrown back 20′
- **Magnetize** 30′ range, save or all metal in area is pulled to the clamp
- **Clamp** (+10 STR) and **Crush** 3D12+5

SPECIAL

- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Magnetism and function ceases when arm or cockpit is destroyed



TINNERS (ARM, SPRAYER)

HD 3 **HP** 30 **ARMOR** 12
SPEED 5′ (Crawl)
SAVE +4, 0, -1
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons
Weakness Electricity, Cold

ATTACK

- **Slam** 1D8+4
- **Spray** 30′ cone, 3D10+4 poison or save for half
- **Stream** 60′ line, 3D10 and save or be pushed back 30′
- **Mist** 30′ radius, obscures vision and 4D6 poison while in the cloud

SPECIAL

- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Function ceases when arm or cockpit is destroyed

TINNERS (COCKPIT)

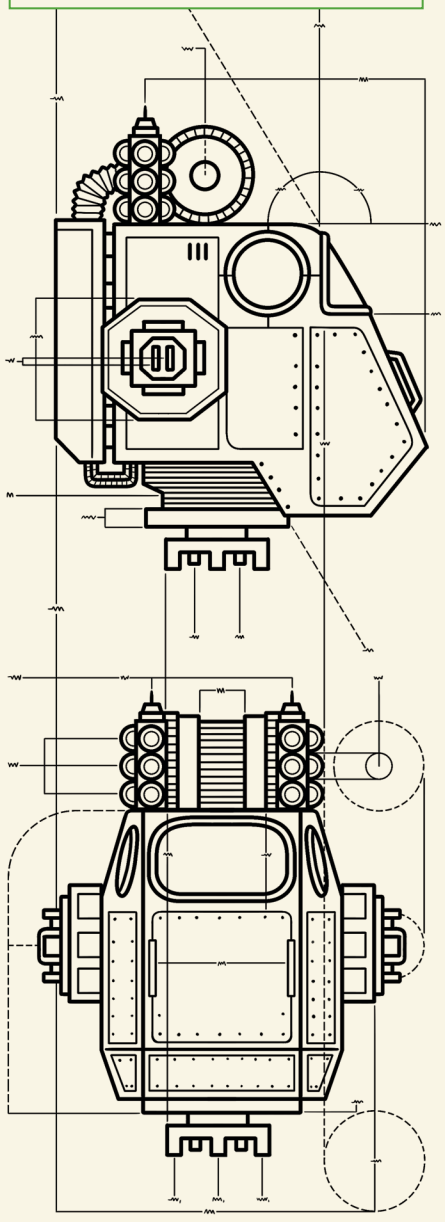
HD 8 **HP** 50 **ARMOR** 17
SPEED 0′
SAVE +6, +4, -2
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons, Sound-based magic
Weakness Electricity, Cold

ATTACK

- **Control Parts** 1 attack by each segment controlled by the Cockpit (up to 3 parts)

SPECIAL

- Can control any functional Tinner arm or leg whether joined or separated

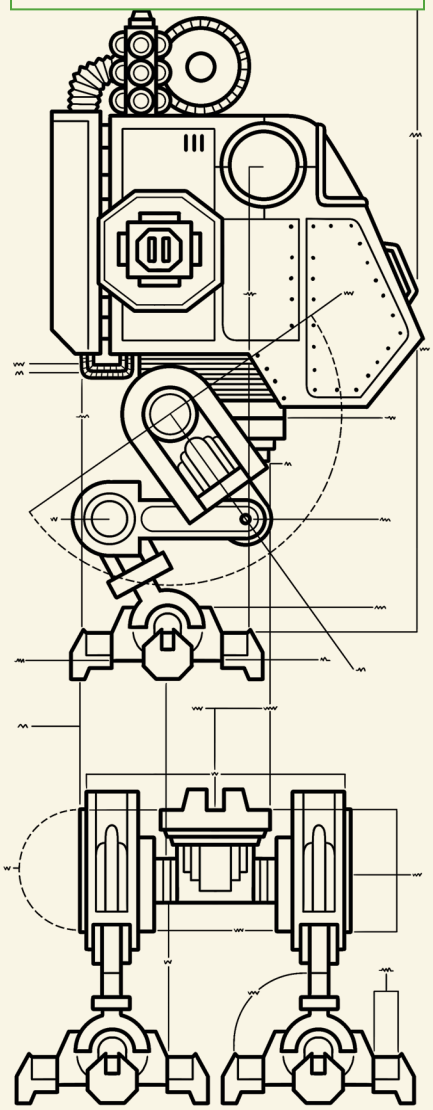


TINNERS (LEGS, PRECISION)

HD 10 **HP** 60 **ARMOR** 14
SPEED 30′ (Any surface)
SAVE +7, +3, -1
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons
Weakness Electricity, Cold

ATTACK
- **Stomp** 2D12+3
- **Kick** 1D12+3 and save or be pushed back 30′
- **Clamp** (+10 STR) and **Throw** 60′

SPECIAL
- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Function ceases when legs or cockpit is destroyed

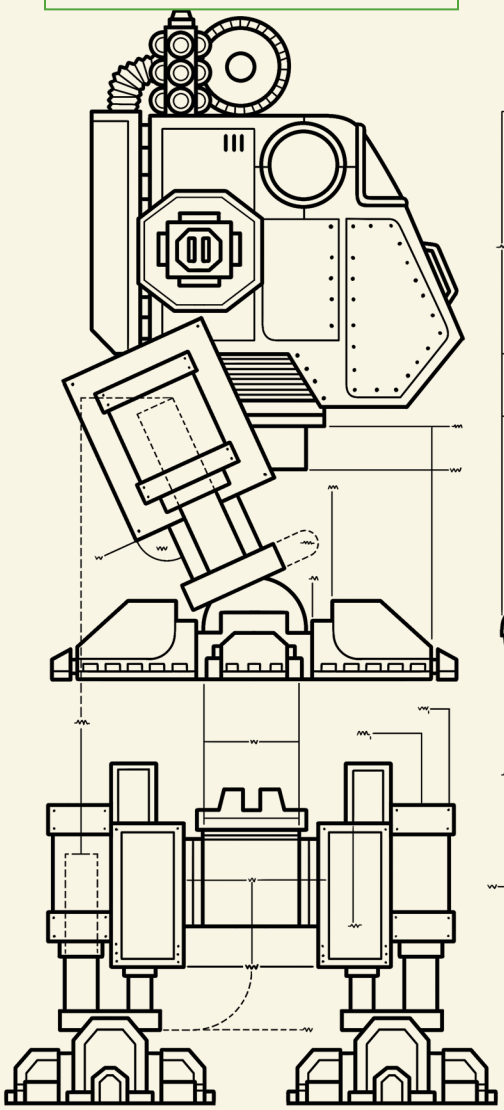


TINNERS (LEGS, REINFORCED)

HD 10 **HP** 100 **ARMOR** 14
SPEED 10′
SAVE +8, 0, -2
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Cold, Non-magic/non-Radium weapons
Weakness Electricity

ATTACK
- **Nil**

SPECIAL
- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Function ceases when legs or cockpit is destroyed
- Critical miss with non-magic/non-Radium weapon breaks the weapon into 1D4+1 pieces

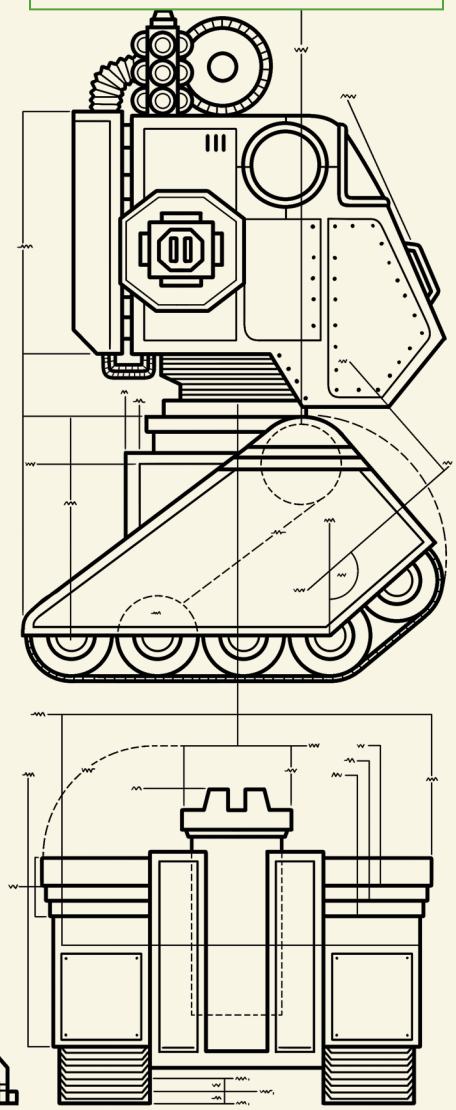


TINNERS (LEGS, TRACK)

HD 10 **HP** 60 **ARMOR** 14
SPEED 30′ (Roll)
SAVE +5, +4, -3
Immunity Poison, Mental damage, Mind-altering spells
Resistance Fire, Non-magic/non-Radium weapons
Weakness Electricity, Cold

ATTACK
- **Ram** Up to 3 adjacent targets, 2D12+5 plus 1D12 for every 5′ of movement it moves this round before the attack (up to 2D12)
- **Burnout** 30′ radius, obscures vision

SPECIAL
- Can continue functioning if severed from a Tinner cockpit for up to 30′
- Function ceases when legs or cockpit is destroyed



TIN WOODMAN

TIN MAN • NICK CHOPPER

Tin Woodman wasn't always made of tin, and he wasn't always named Tin Woodman. Long ago, Niccolo "Nick" Chopper of Munchkin District fell in love with Nimmee Amee, an employee of the ruling Witch of the East. The sorceress cursed Nick's axe when she discovered Amee and Chopper planned to move away and be married. Every time Nicholas swung the axe, he lopped off part of his body that was then replaced with tin in a matter of hours. After losing the last of his human form, he fled in shame and rusted in place during a terrible storm. Years later, Dorothy found and rescued him with a simple oil can.

Tin Woodman helped Dorothy defeat Verdella and usurp her as the Warden of the West. Taking over as the new Wizard of Winkie District, he helped the local tinsmiths refurbish the old keep.

Tin Woodman guards the cursed axe and continues to search for Nimmee Amee as her whereabouts are unknown.

"It would be an honor to help such noble and well-meaning folk."

PERSONALITY TRAITS
- Compassionate and empathetic
- Gentle and introspective
- Persistent and dedicated
- Avoids violence whenever possible
- Easily feels every emotion
- Wants to destroy his axe

IDEALS
- Compassion: everyone is a hero in their own story, and it's only through listening and sharing those feelings that progress is made

BONDS
- Misses his one true love, Nimmee Amee
- Respects Ozma, Glinda, and Locasta
- Dear friends with Scarecrow and regularly debates emotion versus logic
- Admires Tik-Tok's craftspersonship
- Friends with Dorothy, Jack Pumpkinhead, Cowardly Lion, and Shaggy Man
- Afraid of Verdella

FLAWS
- Can be easily manipulated through his empathy and sympathy

OTHER PROFICIENCIES
- Woodcutting
- Tinsmithing
- Tracking weather patterns in Oz

WICKED & WONDERFUL LEADER
- Compassionate
- Gentle
- Patient
- Persistent



HD 14 **HP** 75 (Phase 1), 75 (Phase 2)
ARMOR 18 (P1), 15 (P2)
SPEED 30′ (P1), 60′ (P2)
SAVE +8, +6, +2
Immunity Non-magic piercing and slashing
Resistance Saves against magic
Weakness Radium bludgeoning damage, Charm

PHASE 1

ATTACK
- **Greataxe** (2 attacks) each 1D12+8
- **Punch** 1D8+8 plus **Bash** 2D8 (thrown back 20′ plus 2D6 fall damage or save for half damage and pushed 10′)
- **Axe Spin** 360° spin, 1D12+8 damage and be thrown back 20′ or save for half damage and no push back
- **Summon Aid** 1D4 Clockwork Denizens (page 21, every other round)

SPECIAL
- Moves half speed for 1 round after hit by water or cold (can stack)
- Advantage on strength-based checks
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 30′
  - **Oil Can** (cost 2) negate 1 level of water/cold effect (grant +10′ to speed and 1 extra attack next round if not slowed by water or cold)
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE
- After losing all Phase 1 HP, Tin Woodman drops his greataxe and sheds outer armor and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

ATTACK
- **Cursed Axe** (4 attacks) each 1D8+8 and if 3 attacks hit the same target, then limb is severed (replaced with tin in 2D12 hours)
- **Throwing Axe** (2 attacks) each 1D6+6
- **Throw Oil Can** 20′ radius becomes slick
- **Summon Aid** 1D4 Clockwork Denizens (page 21, every other round)

SPECIAL
- Moves half speed for 1 round after hit by water or cold (can stack)
- Advantage on speed-based checks
- Doesn't provoke attacks when moving
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Punch** (cost 1)
  - **Move** (cost 1) 60′
  - **Oil Can** (cost 2) negate 1 level of water/cold effect (grant +10′ to speed and 1 extra attack next round if not slowed)
  - **Call Back Axes** (cost 2) does 1D6+6 to anything between throwing axes and Tin Woodman
  - **Save Any Fail** Take 10 damage (cost 3)



UNICORNS

Reclusive creatures born of old magic. They guard the Sterling Apples that offer a week's worth of nourishment. While passive in nature, they're known to show unbridled fury if they, their home, or the apples are threatened.

HD 10 **HP** 100 **ARMOR** 12
SPEED 30′, 1,000′ (Unobserved)
SAVE +10, +5, 0
Immunity Mind-altering magic
Resistance Non-magic/non-Radium weapons, Saves against magic
Weakness Iron weapons

ATTACK
- **Skewer** 1D6+5 plus additional 1D6 for every 5′ it moves this round before it attacks (up to 6D6)
- **Horn Slash** (2 attacks) each 1D6+5
- **Horn Disarm** Contest against target with +10 to either speed or strength, weapon flies away 30′
- **Trample** 2D6+4
- **Kick** (2 attacks, if target is behind) each 2D8+4
- **Cast Spell**
  - **Heal** 4D10
  - **Teleport** 100′ (save if unwilling)
  - **Protection** +8 to Armor for 4 rounds
  - **Prophecy** Roll 4D20 and target must use those four rolls next, in order
  - **Remove Curse** Target is healed but permanently loses 2HD

SPECIAL
- Advantage on perception
- Can teleport up to 1,000′ if unobserved (walk behind tree, obscuring fog, etc.)
- INESCAPABLE TRUTH
  After slaying a Unicorn, anyone who looks into the killer's eyes will unquestionably know they've killed a Unicorn

UTENSIANS

Sentient kitchen utensils. All shapes and sizes, from corianders to knives, meat tenderizers to rolling pins. There's an unspoken hierarchy whereby the more niche the utensil, the higher their status. A dessert spoon would be regarded more highly than a ladle, but not as high as a grapefruit spoon. The nuances are tricky to pin down by anyone other than a Utensian and aren't openly discussed in polite society.

NAMES
Chopfork, Loaf, Saute, Braise, Mincemeat, Ramekin, Dishdash, Char, Liddle, Serrate, Mallet, Whiskers, Pin, Mixer Match, Parchment

For Civilian Utensians, see CIVILIANS (page 21)

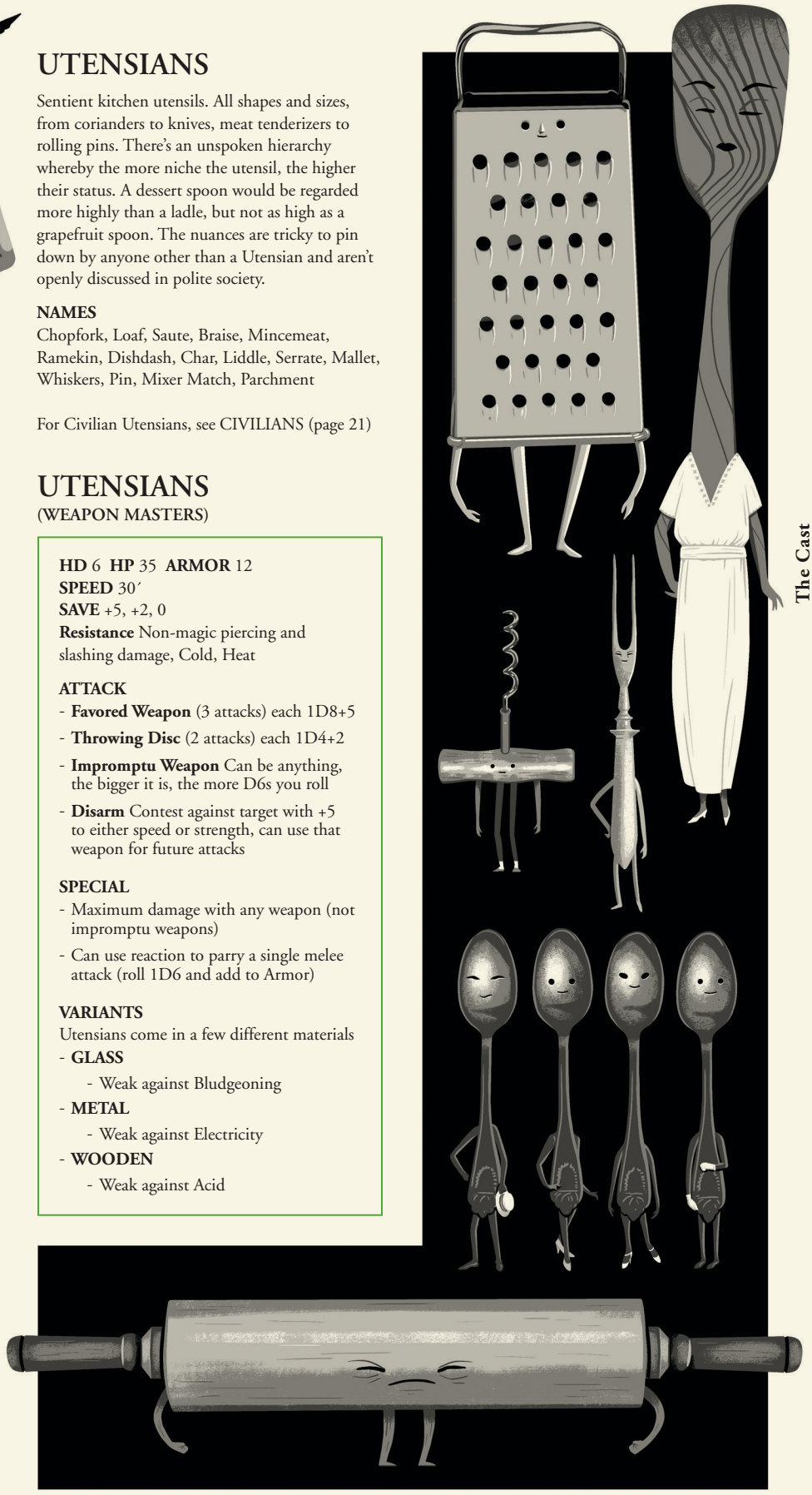
UTENSIANS
(WEAPON MASTERS)

HD 6 **HP** 35 **ARMOR** 12
SPEED 30′
SAVE +5, +2, 0
Resistance Non-magic piercing and slashing damage, Cold, Heat

ATTACK
- **Favored Weapon** (3 attacks) each 1D8+5
- **Throwing Disc** (2 attacks) each 1D4+2
- **Impromptu Weapon** Can be anything, the bigger it is, the more D6s you roll
- **Disarm** Contest against target with +5 to either speed or strength, can use that weapon for future attacks

SPECIAL
- Maximum damage with any weapon (not impromptu weapons)
- Can use reaction to parry a single melee attack (roll 1D6 and add to Armor)

VARIANTS
Utensians come in a few different materials
- **GLASS**
  - Weak against Bludgeoning
- **METAL**
  - Weak against Electricity
- **WOODEN**
  - Weak against Acid



VERDELLA

THE WICKED LICH OF THE WEST

Many believe Verdella died when Dorothy threw a bucket of water on her. This simply isn't true. While she may be the weakest of Oz's sorceresses, she simply couldn't resign herself to such a mundane fate.

Knowing her appearance will quickly cause a scene amongst Ozians, Verdella now disguises herself with vibrant colors, patterns, and sometimes an eye patch. No one would suspect the three-braided crone and the former Witch of the West were one in the same.

While water still burns her skin, nothing burns as hot as Verdella's hatred for outsiders. The humbug, Oscar Diggs, claimed the throne in Ozma's absence. Dorothy the interloper nearly killed Verdella and took away her control of Winkie District. There's no doubt an outsider is behind Oz's current and future trouble.

"Aha! Don't think I've forgotten what you did! Nothing gets past me."

PERSONALITY TRAITS
- Angry and confrontational
- Impatient
- Uncompromising
- Poor communicator
- Wants revenge and to rule Oz

IDEALS
- Nation: while Oz may not love me, there's no place like home

BONDS
- Hates Dorothy, Oscar Diggs, Cap'n Bill, and Button-Bright
- Pities Scarecrow, Tin Woodman, and Cowardly Lion
- Begrudgingly respects Glinda and Locasta
- Pities Mombi

FLAWS
- Hatred of those not from Oz

OTHER PROFICIENCIES
- Instilling fear in others
- Assuming control

WICKED & WONDERFUL LEADER
- Assertive
- Confident
- Passionate
- Resilient



HD 14 **HP** 90 (Phase 1), 30 (Phase 2)
ARMOR 13
SPEED 30′ (Land, Fly)
SAVE +8, +4, +1
Immunity Poison, Mind-altering magic, Undead magic, Green weapons
Resistance Saves against magic, Cold, Non-magic/non-Radium weapons

PHASE 1

Weakness Red weapons, Water

ATTACK
- **Umbrella** (3 attacks) each 1D6+1
- **Discover Weakness** Knows a target's weaknesses or grants advantage for one type of attack (magic, axes, fire, etc.) against the target for the remainder of encounter
- **Summon Pack** Every other round, 1D4+1 wolves (Medium Animals, page 17)
- **Summon Flock** Every other round, 1 pool each, Jackdaws (page 33)
- **Summon Swarm** Every other round, 1 pool each, Bees (Small Animal Swarm, page 17)
- **Cast Spell** Typical spells up to level 4 plus the following:
  - **Magic Armor** +3 to Armor for 3 rounds
  - **Evaporate Liquid**s 10′ cube
  - **Confuse** 1 target for 1 minute (can save every round)
  - **Bad Luck** 1 target takes extra 1D4 and disadvantage on 1 ability for 1 hour
  - **Throw Fireballs** (3 attacks) each 3D6 or save for half
  - **Teleport** Self 60′

SPECIAL
- Advantage on deception
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Umbrella Attack** (cost 1)
  - **Throw Single Fireball** (cost 1)
  - **Move** (cost 1) 30′
  - **Teleport** (Cost 2) 60′
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE

- After losing all Phase 1 HP, Verdella's appearance melts away to reveal an emerald skeleton and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

Weakness Red weapons, Holy/Light magic

ATTACK
- **Claws** (3 attacks) each 1D6+4 (save or limb is paralyzed for 1 round)
- **Cast Spell** Typical spells up to level 4 plus the following:
  - **Destroy Lights** 10′ cube
  - **Blind** 1 target for 1 minute (can save every round)
  - **Throw Greater Fireball** 8D6 to 30′ area or save for half
  - **Enlarge** Any wolves increase from medium to large
  - **Duplicate** Jackdaw or Bee pools increase by +2

SPECIAL
- Advantage on all magic rolls
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Claw Attack** (cost 1)
  - **Throw Greater Fireball** (cost 1)
  - **Move** (cost 1) 30′
  - **Teleport** (Cost 2) 60′
  - **Save Any Fail** Take 10 damage (cost 3)
- If slain and her phylactery (orb of swirling red smoke) is still intact, Verdella will emerge from Lake Quad in 1D6 days





WATCHERFOLK

WATCHERS • THE EYES • LOOKIE-LOOS

Civil servants responsible for all manner of responsibilities across Oz. Public safety, fire watch, crime resolution, and community welfare fall at the feet of the Watcherfolk.

HIERARCHY

1. Overseers
2. Stewards
3. Trainees

WATCHERFOLK

(OVERSEERS)

The highest-ranking Watchers. Overseers are liaisons that are responsible for groups of Stewards and have the most direct contact with the Mayor and sometimes even the Warden.

HD 5 **HP** 30 **ARMOR** 16
SPEED 30′
SAVE +5, +2, -1
Resistance Mind-altering magic, Saves against magic, Fire, Lightning

ATTACK

- **Baton** (2 attacks) each 1D6+5
- **Cuffs** Contest against target with +5 to either speed or strength, success binds either legs or arms together
- **Disarm** Contest against target with +5 to either speed or strength, can use that weapon for future attacks
- **Rally** All allies that can hear the Overseer roll advantage on attacks and actions until the Overseer's next turn
- **Organize** All allies that can hear the Overseer immediately move up to 20′ (don't provoke attack, every other round)
- **Backup Bell** Roll 1D8, 1–2: no help, 3–8: 1D4+2 Watcherfolk (every other round)

SPECIAL

- Advantage on checks involving crowds

VARIANTS

Each Overseer will specialize in a different facet of civil service and bring their unique skills to the job

- **COMMUNICATION**
  - Advantage on speaking-based checks
  - Can use reaction to use Backup Bell
- **INTELLECT**
  - Advantage on investigative and insight checks
  - Can use reaction to attempt to cuff or disarm
- **PHYSICALITY**
  - Advantage on strength-based checks
  - Double any strength and attack bonuses

WATCHERFOLK

(STEWARDS)

Those who patrol the neighborhoods and regions of Oz. They're trained to deescalate conflict and organize civilians when teamwork is needed (bucket brigade during a fire, flood prevention, emergency evacuations, etc.).

HD 4 **HP** 20 **ARMOR** 14
SPEED 30′
SAVE +4, +1, -1
Resistance Mind-altering magic, Saves against magic, Fire, Lightning

ATTACK

- **Baton** (2 attacks) each 1D6+4
- **Cuffs** Contest against target with +4 to either speed or strength, success binds either legs or arms together
- **Disarm** Contest against target with +4 to either speed or strength, can use that weapon for future attacks
- **Backup Bell** 1D8, 1–5: no help, 6–8: 1D4+1 Watcherfolk (every other round)

SPECIAL

- Advantage on checks involving crowds

VARIANTS

Each Steward will specialize in a different facet of civil service and bring their unique skills to the job

- **COMMUNICATION**
  - Advantage on speaking-based checks
  - Can use reaction to use Backup Bell
- **INTELLECT**
  - Advantage on investigative and insight checks
  - Can use reaction to attempt to cuff or disarm
- **PHYSICALITY**
  - Advantage on strength-based checks
  - Double any strength and attack bonuses



WATCHERFOLK

(TRAINEE)

Their uniforms clearly state their status, but many civilians will mistake them for full-fledged Watchers. Lots of training but very little experience on the Yellow Brick Roads.

HD 2 **HP** 12 **ARMOR** 12
SPEED 30′
SAVE +2, 0, -1
Resistance Fear, Charm, Fire, Lightning

ATTACK

- **Baton** 1D4-1
- **Disarm** Contest against target with +2 to either speed or strength, can use that weapon for future attacks
- **Support** Add 1D6 to single ally check
- **Backup Bell** Roll 1D8, 1–6: no help, 7–8: 1D4 Watcherfolk (every other round)

SPECIAL

- Advantage on checks involving crowds



WHEELERS

Some say they're horrifying creatures that invaded the outer regions and neighborhoods of Oz. Others say they're whimsical beings with wheels instead of hands and feet. They travel in packs, and these gangs are known for their confrontational attitudes and unpredictable behavior.

PERSONALITY TRAITS
- Chaotic and aggressive
- Uncontrollable energy
- Fun-loving and daring
- Can be convinced to work for someone if impressed or adequately threatened
- Wants to cruise the steepest inclines, jump the widest gaps, and hit the fastest speeds, no matter the cost

IDEALS
- Fun: why do anything seriously when it can be done recklessly?

BONDS
- A gang of Wheelers is dedicated to each other until death
- Respect between Wheeler gangs but no inherent honor or duty

FLAWS
- If it's dangerous, it's worth trying at least once

OTHER PROFICIENCIES
- Tracking long distances
- Intimidation and terrorizing

NAMES

Spoon, Ward, Pulley, Haberton, Bee, Longo, Chov, Saddle, Crank, Sprague, Canins, Knox, Axle, Phinney, Vos, Salvo, Kemp, Rover, Bevel, Delmont

HD 3 **HP** 16 **ARMOR** 14
SPEED 45′
SAVE +4, +2, -2
Immunity Falling damage
Resistance Fear, Charm, Fire
Weakness Confusion

ATTACK
- **Headbutt** 1D8+4
- **Ram** 1D6+4 plus additional 1D4 for every 5′ it moves this round before it attacks (up to 6D4), Wheeler takes 1D6 damage
- **Burn Rubber** (1D4 attacks) each 1D6+4 plus 1D6 fire damage
- **Burnout** 20′ area obscured in smoke (dust if rural), no visibility
- **Terrorize** (2 attacks) each 1D8+2 (save or disadvantage on attacks for 1 round)

SPECIAL
- Advantage on attacks if within 10′ of another Wheeler

VARIANTS

Wheelers have evolved to suit their environment with unique traits
- **ALL-TERRAIN**
  - Speed not affected by terrain
  - No damage to self when ramming
- **CRUISERS**
  - Doesn't provoke attacks when moving on road
- **PENNY FARTHINGS**
  - Only 1 Burn Rubber attack (1D20+4)
  - Disadvantage on saves against falling



WINGED MONKEYS

FLYING MONKEYS • THE BONDED

Playful yet dangerous, the Winged Monkeys have a long history with magic and power in Oz. Long ago, the ruling King of the Winged Monkeys played a prank on a wealthy man strolling through their forest. The man was betrothed to a powerful sorceress and the Witch of the North. As punishment for ruining her fiancé's clothes on their wedding day, she cursed the Winged Monkeys and bound their servitude into an Ozian Relic: the Golden Cap. The Monkeys must obey three commands by whoever wears the cap.

Generations have passed since the cap was made, and only a handful of Winged Monkeys know the details of its power. Most live their lives in the forests, happily pranking or threatening travelers without giving it a second thought. But once the Cap is placed on a head and the command is made, the Monkeys must do as they're told.



HIERARCHY

1. King
2. Vassals

PERSONALITY TRAITS

- Temperamental
- Secretive of their true feelings and intentions
- Outwardly playful and genial until threatened

IDEALS

- Freedom: a Winged Monkey will never experience true freedom until the Golden Cap is destroyed

BONDS

- Bound to serve whoever wears the Golden Cap
- Distrustful of Wardens and magic-users

FLAWS

- Rarely pass up the chance to tell a joke or pull a prank

OTHER PROFICIENCIES

- Tracking and foraging
- Trickery and mockery
- Flying long distances

NAMES

Askey, Zeppo, Borge, Randle, Ritz, Barnett, Curly, Bergen, Formby, Pigmeat, Unwin, Vernon, Skelton, Quillan, Costello, Roberti, Kelton, Tati, Blanc, Rooney

WINGED MONKEYS

(KING)

The leader of the Winged Monkeys and descendant of the first King. Knows all about the curse of the Golden Cap.

HD 7 **HP** 35 **ARMOR** 15
SPEED 30′, 45′ (Fly)
SAVE +5, +3, +1
Immunity Mind-altering magic
Resistance Wind
Weakness Water, Electricity

ATTACK

- **Scratch** (2 attacks) each 1D6+3
- **Taunt** 1 target, attacks roll at disadvantage for 4 rounds or save for half
- **Summon Minions** 1D4+1 Winged Monkeys (every other round)
- **Rally** All Winged Monkeys that can hear the King roll advantage on attacks until the King's next turn

SPECIAL

- Any allies within 10′ of the King attack with advantage
- Doesn't provoke attacks when flying away from target (if already flying)

WINGED MONKEYS

(VASSALS)

Followers of the King. Each have a claim to a part of the northern forest. Few know about the Golden Cap but instinctively loath the sight of it.

HD 3 **HP** 16 **ARMOR** 12
SPEED 40′, 60′ (Fly)
SAVE +5, +1, -2
Resistance Mind-altering magic, Wind
Weakness Water, Electricity

ATTACK

- **Scratch** (2 attacks) each 1D6+1
- **Throw Nuts** 60′, 1D4+1
- **Screech** 5′ radius, save or be deafened for 1 minute (doesn't affect other Monkeys)
- **Lift** (+5 STR) and **Drop** 30′ for 3D6
- **Lift Higher** +5 to help ally lift target 10′ higher, add 1D6 to **Drop**
- **Monkey See** Save or target copies Monkey's actions and movement (1 round, additional save if action would harm target)

SPECIAL

- Doesn't provoke attacks when flying away from target (if already flying)
- FOR EVERY MONKEY YOU SEE 1D4 more Monkeys appear for every Monkey present at the start of the encounter (once/group/day)

VARIANTS

Winged Monkeys come in all shapes and sizes with their own unique traits.

- **HOWLERS**
  - Screech radius is 60′
  - Advantage on charisma-based checks
- **MANDRILL**
  - Extra 20′/2D6 to lift
  - Advantage on strength-based checks
- **SQUIRREL MONKEYS**
  - 4 nut attacks
  - Advantage on speed-based checks





WOGGLEBUGS

Intelligent bugs able to change in size from tiny to that of a child. They can also change the size of anything they hold but are secretive about this ability. Naturally curious, Wogglebugs often pursue careers requiring years of study and research. Not necessarily followers of Wogglegology.

NAMES

Passalidae, Click, Anobii, Trogo, Bost, Nenuphar, Cara, Silvan, Chrysome, Lema, Oedemerid, Leaf, Hister, Rove, Grandis

HD 1 (Small), 5 (Big) **HP** 5 (S), 20 (Big)
ARMOR 11, (Small) 13 (Big)
SPEED 60′ (Small), 80′ (Big)
SAVE +5, +1, -1
Resistance Mind-altering magic, Saves against magic
Weakness Bludgeoning, Cold

ATTACK

SMALL

- **Poison Bite** 1 damage (save against one effect, see SPECIAL)

BIG

- **Pinch** (2 attacks) each 1D4-1
- **Twisting Words** 1D6+5 mental damage, save for half
- **Confusing Conundrum** Single target confused, can save every round

SPECIAL

- Can use reaction to change size (once/round)
- Targeted attacks against the Wogglebug roll with disadvantage when small
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds

WOGGLEGOLOGISTS

BELIEVERS • THE INVESTED

Part religion, part business, all scam. Wogglegology is led by Professor Wogglebug, the first Wogglebug to discover his species' ability to change size. He travels the land sharing the secrets of Wogglegology: a four-level program that leads to a happier, healthier, and more successful life.

The system is built on the Professor's patented suite of chewable tablets. Each level offers a new and more advanced tier of growth through a mixture of reading and the daily tablet regiment. Keeping up with the literature and prescriptions can be expensive, so its most dedicated followers are currently the wealthy and elite.

Woggle Level I focuses on nutrition and removing internal toxins. Wogglegologists only consume tablets that provide a day's worth of nourishment.

Woggle Level II builds on Level I and focuses on releasing material needs, thus removing the toxins of consumerism. Satisfaction-nurturing tablets are added to the daily routine and Wogglegologists relinquish all belongings (typically donating money from sales to the Wogglegology Center).

Woggle Level III focuses on severing toxic social relationships. Confidence-nurturing tablets are added to the daily routine, and Wogglegologists typically disconnect from everyone outside of Wogglegology.

Woggle Level IV is exceedingly rare, and the strain of the first three levels can lead to unexpected results (reports of unlocking latent magic or death are the most common). Either way, almost all Level IV students disappear from the public eye.

HIERARCHY

1. Professor Wogglebug
2. Students (Woggle Level IV)
3. Students (Woggle Level III)
4. Students (Woggle Level II)
5. Students (Woggle Level I)

PERSONALITY TRAITS

- PROFESSOR WOGGLEBUG
  - Charismatic yet arrogant
  - Optimistic and confident
  - Excellent salesman
  - Driven by power and fame
- STUDENTS
  - Devout to the ways of Wogglegology
  - Always happy to talk about Wogglegology
  - Believe that there's a better way of living
  - Strong feelings and opinions on what's important to them
  - Quick to answer questions
  - Want to move up to the next level

IDEALS

- PROFESSOR WOGGLEBUG
  - Fame: the quickest way to success is through notoriety
- STUDENTS
  - Progress: not moving forward is just as problematic as moving backward

BONDS

- PROFESSOR WOGGLEBUG
  - Thinks his followers are fools
  - Trusts only himself with the truth of his tablets
- STUDENTS
  - Protective of fellow Wogglegologists and support each other
  - Enthusiastic to help others join or grow
  - Dismissive of those not pursuing growth
  - Typically in debt to the Wogglegology Center

FLAWS

- PROFESSOR WOGGLEBUG
  - Power hungry and never satisfied
  - Distrustful of others
- STUDENTS
  - Unwilling to listen to the perspective of others

OTHER PROFICIENCIES

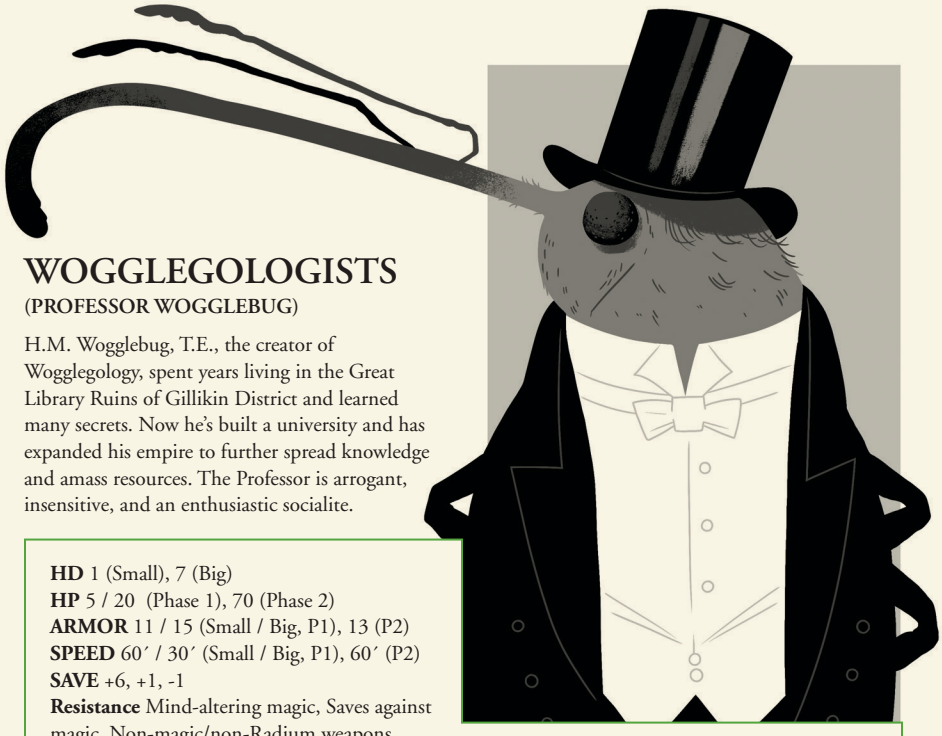
- PROFESSOR WOGGLEBUG
  - Persuasion and influence
- STUDENTS
  - Finding other Wogglegologists
  - Memorization and recall
  - Identifying poisons and toxins











WOGGLEGOLOGISTS
(PROFESSOR WOGGLEBUG)

H.M. Wogglebug, T.E., the creator of Wogglegology, spent years living in the Great Library Ruins of Gillikin District and learned many secrets. Now he's built a university and has expanded his empire to further spread knowledge and amass resources. The Professor is arrogant, insensitive, and an enthusiastic socialite.

HD 1 (Small), 7 (Big)
HP 5 / 20 (Phase 1), 70 (Phase 2)
ARMOR 11 / 15 (Small / Big, P1), 13 (P2)
SPEED 60′ / 30′ (Small / Big, P1), 60′ (P2)
SAVE +6, +1, -1
Resistance Mind-altering magic, Saves against magic, Non-magic/non-Radium weapons
Weakness Bludgeoning, Cold

PHASE 1

ATTACK

SMALL

- **Poison Bite** 1 damage (save against one effect, see SPECIAL)

BIG

- **Pinch** (3 attacks) each 1D4+1
- **Twisting Words** 1D8+6 mental damage, save for half
- **Confusing Conundrum** Single target confused, can save every round
- **Beckon Followers** Summon 2D4 allies (Wogglegology Students, once/day)
- **Highly Magnify or Minimize** Increase or decrease the size of 1 target or object (can stack), save if unwilling

SPECIAL

- Advantage on intelligence-based checks
- Targeted attacks against Professor Wogglebug roll with disadvantage when small
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Pinch** (cost 1, Big only)
  - **Move** (cost 1) 30′
  - **Change Size** (cost 1) 60′
  - **Save Any Fail** Take 10 damage (cost 3)

PHASE CHANGE

- After losing all Phase 1 HP, Professor Wogglebug rapidly moults as he magnifies into a colossal Wogglebug and transitions into Phase 2
- All ongoing effects end when entering Phase 2
- Damage or healing doesn't carry over between Phases, and recovers to Phase 1 after 1D6 days

PHASE 2

ATTACK

- **Slam** (2 attacks) each 3D8+6
- **Kick** 2D8+6 and thrown back 30′ (save for half distance)
- **Hurl Environment** 3D10+1
- **Poison Breath** 20′ radius (save against one effect, see SPECIAL, twice/day)

SPECIAL

- Deals maximum damage to structures and objects
- Any Wogglegologists within 10′ of the Professor roll a single roll per turn with advantage
- POISONS
  - **Blindness** 1D4 rounds
  - **Paralysis** Single limb for 1 minute
  - **Numbing** Half speed for 1 minute
  - **Weaken** Disadvantage on attacks for 1D4 rounds
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Slam** (cost 1)
  - **Move** (cost 1) 30′
  - **Hurl Terrain** (cost 2) 1D10+1
  - **Save Any Fail** Take 10 damage (cost 3)

WOGGLEGOLOGISTS
(STUDENTS)

Members of the Wogglegology community. While the title and structure mimic the school in Munchkin District, Students of Wogglegology are not necessarily students that attend Wogglebug University. Some suggest this obfuscation is intentional.

HD 1 **HP** 5 **ARMOR** 10
SPEED 30′
SAVE +2, 0, -2
Resistance Poison

ATTACK

- **Punch** 1 damage
- **Use Something** 1D4
- **Call for Help** Roll 1D8, 1–4: no help, 5–6: 1D4 Civilians (page 21) or Wogglegologist Students, 7–8: 1D4 Watcherfolk (page 61) (once/day)

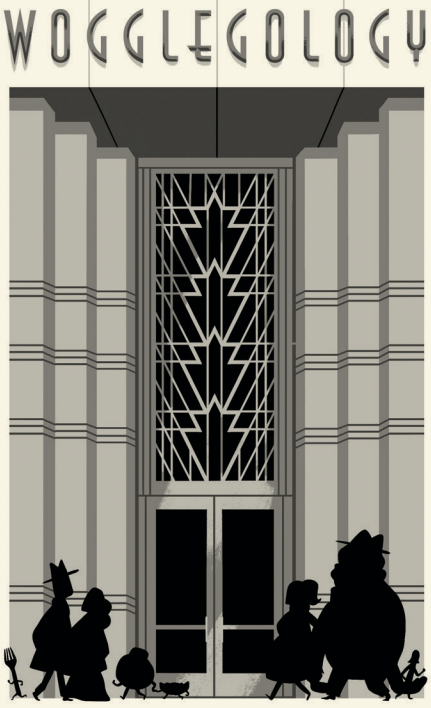
SPECIAL

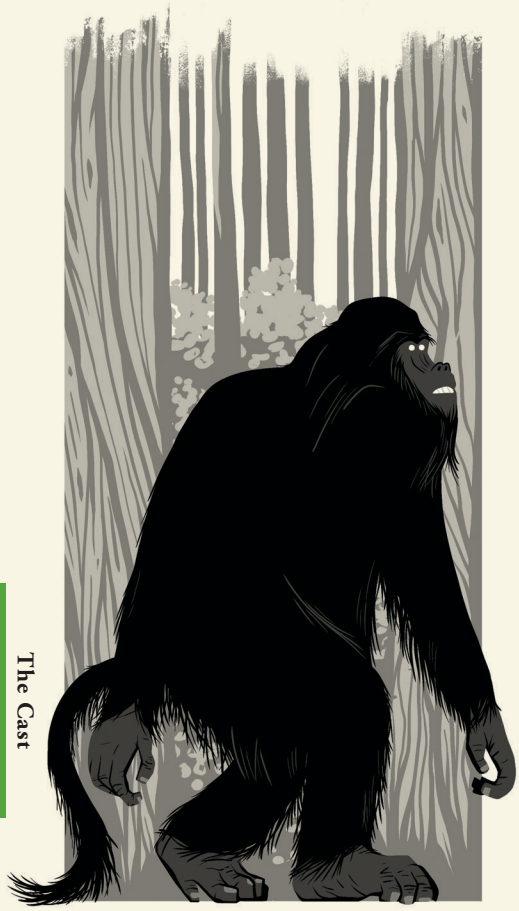
- STUBBORN DEFIANCE
  If dropped to 0HP, will get up with 1HP on their next turn unless impossible to do so (once/day)

VARIANTS

Despite what the Students would say, there's almost no discernible difference between the levels, except for Level IV

- **WOGGLE LEVEL IV** Sometimes the strain of the earlier levels unlocks untold power; can cast a single spell with perfection (max damage, always a success, perfect clarity, etc.)





ZOOP

Large apelike creature with a long, bushy tail. Solitary due to their territorial and violent nature. Zoop footprints are said to hold many secrets if read by the right soothsayer.

HD 10 **HP** 120 **ARMOR** 13
SPEED 60′
SAVE +8, +4, 0
Immunity Fear
Resistance Saves against magic

ATTACK
- **Bite** 2D12+8
- **Kick** (2 attacks) each 3D12+8 and be pushed back 60′ (save for half distance and damage)
- **Grab** (+12 STR) and **Punt** 100′ 2D12+8 plus 10D6 falling damage
- **Hurl Environment** 1D12+6
- **Stomp** 20′ radius, save or be thrown back 20′ and fall over

SPECIAL
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Bite** (cost 1)
  - **Move** (cost 1) 30′
  - **Climb** (cost 2) 30′
  - **Hurl Environment** (cost 3)
  - **Save Any Fail** Take 10 damage (cost 3)

ZUMINATI

THE ORACLES • OMNISCIENT ZEALOTS

The Zuminati have been around for as long as Oz has existed, but only a handful of secrets have leaked in that time. Anyone who has heard of them is likely to brush it off as folktale or be ignored. This is by design.

The true purpose of the Zuminati has been obscured by years of disinformation. Some claim they simply want to control Oz. Others suggest they intend to use their power to bring about the land's destruction. No matter their intentions, they have a debt to pay off. The first family made a pact with an ancient power and are continuing to pay the price for their wealth, influence, and prosperity. The nature of the boon, as well as the price that must be paid, is tightly locked away from everyone but the descendants of that first family (who call themselves the "Terzo").

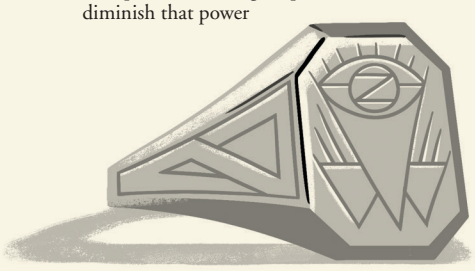
The Terzo secretly run the Zuminati while hiding among the top ranks of the order. The Upper Order commands their branch of the Lower Order who, in turn, is responsible for a group of Disinformation Agents. Every level deceives the level below, and yet think they themselves are not being duped.

Important symbols of the Zuminati include the eye with a "Z" in the pupil, that same eye contained in an upside-down pyramid, and the numbers 1, 3, and 13.

HIERARCHY
1. The Terzo
2. Upper Order
3. Lower Order
4. Disinformation Agents

PERSONALITY TRAITS
- Believe order and structure are chains holding everyone back
- Resist anything that diminishes Oz's reliance on magic
- Trust no one and question everything
- All believe they are one level away from the top
- Lower ranks want more power and upper ranks want to retain it
- Wants to study the Phanfasms and harness their power

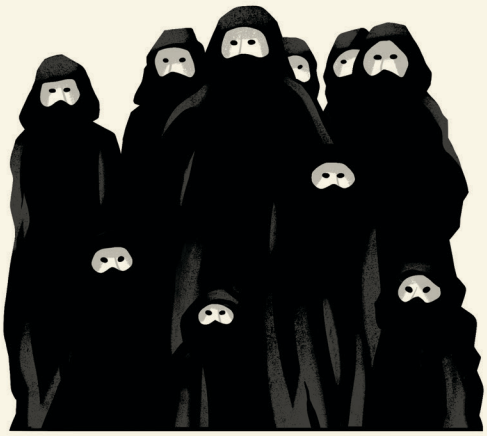
IDEALS
- Deception: knowledge is power and lies diminish that power



BONDS
- Ensure no accurate information leaks to the rest of Oz
- Distrustful of members of the same rank
- Withhold information from each other
- Fighting against the Olive Knights' desire for order and elimination of magic
- Willing to manipulate Objectionists to sow discord and distract the populace
- Will resist the OZUltra program if they learn of it

FLAWS
- So busy looking over their shoulder that they don't see what's in front of them

OTHER PROFICIENCIES
- Deception, misdirection, and obfuscation
- Secrecy and betrayal



ZUMINATI

(DISINFORMATION AGENTS)

Merely aids to the Zuminati. Some are manipulated, some are mind-controlled sleeper agents, and some are willing participants. They're the first to take the fall if something goes wrong. Easily dismissed and removed when they're no longer useful. Often told that they're one job away from admission into the society (this is wrong).

Types of agents include:
- **AGENTS OF INFLUENCE** Positions of power to manipulate others
- **CONFUSION AGENTS** Produce or disperse false information to the masses
- **DEEP COVER AGENTS** Sleeper agents who are left dormant for a single purpose
- **DOUBLE AGENTS** Superficially members of the Outfit, Objectionists, or Olive Knights
- **FREELANCE AGENTS** Aware of what's going on and are only interested in getting paid
- **PROVOCATION AGENTS** Incite conflict to destabilize order
- **SPOON-FEEDER AGENTS** Provide false or outdated information to people of influence or to rival groups

For stats, see CIVILIANS (page 21) or any faction



ZUMINATI (LOWER ORDER)

The Lower Order bridges the gap between the Upper Order's plans and the Disinformation Agents' actions. Intermediaries and easily replaced if they cease to be useful. They correspond with just one member of the Upper Order and believe that member, and their family, are the sole leaders of the Zuminati (this is wrong).

HD 3 **HP** 20 **ARMOR** 10
SPEED 30′
SAVE +3, +2, -1
Weakness Radium weapons

ATTACK
- **Dagger** (2 attacks) each 1D4+2
- **Steal Magic** Roll 1D4, target loses spell slot for spell level equal to the roll (or nearest rounded down, if unavailable), can save to reduce roll by half (minimum level 1)
- **Summon Help** Summon 1D4 allies (Civilians page 21, once/day)
- **Cast Spell** (see SPECIAL)
  - **Armor** +3 to Armor for 3 rounds
  - **Confuse** 1 target for 1 minute (can save every round)
  - **3 Elemental Balls** 30′ range 2D6
  - **Magic Darts** 1D4 total, all hit for 1D6
  - **Darkness** 100′ area
  - **Haste** Movement doubles and doesn't provoke attacks (3 rounds)

SPECIAL
- Advantage on sight-based checks
- USE STOLEN MAGIC
  Add stolen spell slot to 2 components of spell (attack roll, spell DC, duration, bonus, number of targets, etc.)

ZUMINATI (TERZO)

Descendants of the first family that made a deal for untold power. There is always three: parents and child, parent and two children, parent and child and child's spouse, etc. No more, no less, and extreme measures are taken to maintain this. They keep up the ruse that they are equal to those in the Upper Order.

HD 13 **HP** 80 **ARMOR** 10
SPEED 30′
SAVE +10, +3, +1
Immunity Mind-altering magic
Resistance Saves against magic
Weakness Radium weapons

ATTACK
- **Magic Dagger** (3 attacks) each 1D4+10
- **Deplete Ally** Touch a fellow Zuminati member and kill them in exchange for full health and +13 to next spell
- **Leeching Touch** Heal for tenfold target's spellcasting modifier (e.g., +3 = 30 HP stolen, can save for half)
- **Steal Magic** Roll 1D12, target loses spell slot for spell level equal to the roll (or nearest rounded down, if unavailable), can save to reduce roll by half (minimum level 1)
- **Summon Help** Summon 1D8 allies (Zuminati Upper Order, once/day)
- **Cast Spell** (see SPECIAL)
  - **Armor** +6 to Armor for 3 rounds
  - **Command** 3 targets for 1 minute (can save every round)
  - **Elemental Blast** 8D6 (save for half)
  - **Bind** DC15, fail and bind either legs or arms together (save every round)
  - **Third Eye** See through any magic (3 rounds)
  - **Darkness** 100′ area
  - **Haste** Movement doubles and doesn't provoke attacks (3 rounds)
  - **Teleport** Self 50′

SPECIAL
- Advantage on mind-altering magic
- Advantage on fleeing and hiding
- Advantage on sight-based checks
- USE STOLEN MAGIC
  Add stolen spell slot to 2 components of spell (attack roll, spell DC, duration, bonus, number of targets, etc.)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
  - **Single Magic Dagger Attack** (cost 1)
  - **Move** (cost 1) 30′
  - **Teleport** (cost 2) 50′
  - **Leeching Touch** (cost 2)
  - **Steal Magic** (cost 3)
  - **Save Any Fail** Take 10 damage (cost 3)



ZUMINATI (UPPER ORDER)

The members that govern all of the Lower Order and Disinformation Agents. These members are difficult to concretely connect to any Zuminati activity. Lower members think there is only one family in the Upper Order (this is wrong). Typically wealthy or influential families that are involved in most major events in Oz. They believe they are the top level of the society (this is wrong).

HD 8 **HP** 50 **ARMOR** 10
SPEED 30′
SAVE +5, +3, +1
Resistance Mind-altering magic
Weakness Radium weapons

ATTACK
- **Magic Dagger** (2 attacks) each 1D4+3
- **Steal Magic** Roll 1D6, target loses spell slot for spell level equal to the roll (or nearest rounded down, if unavailable), can save to reduce roll by half (minimum level 1)
- **Summon Help** Summon 1D4 allies (Zuminati Lower Order, once/day)
- **Cast Spell** (see SPECIAL)
  - **Armor** +5 to Armor for 3 rounds
  - **Charm** 1 target for 1 minute (can save every round)
  - **Elemental Cone** 30′ 4D6 (save for half)
  - **Magic Darts** 2D4 total, all hit for 1D6
  - **Bind** DC15, fail and bind either legs or arms together (save every round)
  - **Darkness** 100′ area
  - **Haste** Movement doubles and doesn't provoke attacks (3 rounds)

SPECIAL
- Advantage on fleeing and hiding
- Advantage on sight-based checks
- USE STOLEN MAGIC
  Add stolen spell slot to 2 components of spell (attack roll, spell DC, duration, bonus, number of targets, etc.)

Chapter 3
The Land

The Land of Oz is a character in its own right. The neighborhoods are as impacted by power and influence as the communities within. It can be whimsical and inviting while at the same time concealing dark secrets and mysteries. Getting to know Oz is like getting to know a celebrity; there's a very real risk that expectations will not match reality.

The following pages outline the transportation, neighborhoods, and outer regions of each District. Most Ozians will be aware of the other districts and the greater layout of Oz, but many haven't strayed far beyond their own community. Each developed neighborhood will have enough to serve basic needs of living (a tavern, a grocer, a neutral temple, etc.). For anything beyond that, locals will likely suggest a specific area (the local bakery is adequate, but nothing compares to the ones in Toasting!). If there's a need for a quick name, consider using the area to define it (e.g., East Munchkin Grocers, The Black Branches Inn, etc.)

Oz has roughly four million inhabitants spread across the land. Travel time has been calculated for the average neighborhood size (nine square miles, or roughly that of Little Utensia in Quadling District). While the areas may drastically differ in size, the travel time remains the same, as it all evens out over the course of an adventure.

Each spread includes a number of random tables to use as a starting point. The GUILD or SECRET ORGANIZATIONS tables might evolve over time as neighborhoods change and the player characters start to shake things up. Allow for change and flexibility to give weight to player choices.

Also included in most neighborhoods is the NEWS table (Navigation, Events, Worldlings, and Secrets). NEWS gets more difficult to uncover moving across and down the table. This means the first item in NAVIGATION will be immediately available to the player characters, but all remaining NEWS can be revealed at the GM's discretion. Perhaps the first SECRET is discovered after spending a week in the area, or maybe it's only exposed once a good rapport has been built with the third WORLDLING. When in doubt, sharing information is a quick way to engage the players.

For more information on how to navigate the Outer Regions, Lake Quad, and the Great Library Ruins, see EXPLORING THE WILD REGIONS on page 9.

QUICK AREA REFERENCE

Below is a brief overview of each area in Oz. It's a big city-state with a lot going on. This really only scratches the surface.

EMERALD CENTER

E OVERGROUND (E LINE) page 72
Above-ground monorail train that circles Oz. Stops in all four Districts.

E1 EMERALD CITADEL page 74
Heart of Oz. Home of Princess Ozma and where all national affairs are discussed and handled.

E2 LAKE QUAD page 76
Great green lake surrounding the Emerald Citadel where magic items are hidden.

GILLIKIN DISTRICT

G UNDERGROUND (G LINE) page 78
Underground train with stops in Gillikin, Winkie, and Munchkin Districts.

G1 EMERALD VIEW page 80
Elite and wealthiest neighborhood.

G2 NORTH WATCH page 82
Northern garrison where skilled Watcherfolk are stationed.

G3 PUMPERDINK PLAZA page 84
Diverse markets serving all budgets and luxury experiences for the rich and powerful.

G4 LOONVILLE page 86
Arena entertainment with an emphasis on wrestling.

G5 GREAT LIBRARY RUINS page 88
The ruins of a once great library. Now a playground for Wheelers.

G6 FEATHERTOWN page 90
Bohemian neighborhood for artists and creative personalities of all types.

G7 GUGU PARK page 92
Maintained nature preserve with well-worn trails and green spaces.

G8 FOREST OF WINGED MONKEYS page 94
Dense and wild forest full of ancient ruins. Home of the Winged Monkeys.

G9 AMETHYST TOWER page 98
Home of the Warden of the North and where all regional affairs affecting Gillikin District are discussed and handled.

MUNCHKIN DISTRICT

M UNDERGROUND (M LINE) page 100
Underground train that loops around Munchkin District.

M1 JUDICIAL QUARTER page 102
Legal hub of Oz. Most important cases end up here. Full of law firms, courthouses, and jails.

M2 THE ARCHIVES page 104
Neighborhood full of history, libraries, and major newspapers.

M3 BRICKS page 106
Grimy neighborhood where clay is mined and made into the Yellow Bricks. Hard-working area.

M4 EAST MUNCHKIN (EMU) page 108
Upscale artist neighborhood. Very trendy and therefore increasingly expensive.

M5 WOGGLEBUG UNIVERSITY page 110
Largest educational institution in Oz. Campus filled with classrooms and student houses.

M6 FINE FETTLE page 112
Medicinal and religious district. Large-scale sanatoriums and independent healers as well as temples and places of worship.

M7 HYUP page 114
Mountaintop destination emphasizing snow sports and entertainment. Skiing is most popular.

M8 MUNCHKIN MOUNTAINS page 116
Rocky mountains dotted with fields of wildflowers and poppies. Home of the Unicorns.

M9 SAPPHIRE CASTLE page 120
Home of the Warden of the East and where all regional affairs affecting Munchkin District are discussed and handled.

QUADLING DISTRICT

Q UNDERGROUND (Q LINE) page 122
Underground train with stops in Quadling and Munchkin Districts.

Q1 GARDEN OF WILD BEASTS page 124
Public botanical garden full of diverse plants, water features, and stone sculptures.

Q2 LITTLE UTENSIA page 126
High concentration of metalworkers (excluding tinsmiths). Atmosphere is muggy and loud.

Q3 TOASTING page 128
The epicenter of dining in Oz. If it's cooked, baked, or fried, it can be found here.

Q4 THE WARREN page 130
Known for fresh produce and bespoke clothing. Rolling hills above and a tunnel network below.

Q5 FUDDLEVILLE page 132
Entertainment neighborhood featuring gambling, live shows, and buffets.

Q6 SOUTH WATCH page 134
Southern garrison where Watcherfolk are trained.

Q7 OLD MILL page 136
Industrial area. Paper, fabric, and food mills.

Q8 FOREST OF FIGHTING TREES page 138
Dense and wild forest protecting hidden communities. Home of the Fighting Trees.

Q9 RUBY PALACE page 142
Home of the Warden of the South and where all regional affairs affecting Quadling District are discussed and handled.

WINKIE DISTRICT

W UNDERGROUND (W LINE) page 144
Underground train with stops in Winkie, Gillikin, and Quadling Districts.

W1 THI page 146
Upper-class neighborhood that loves showing off their wealth. Home of the autonomous cart.

W2 WEST BANK page 148
Financial district. The headquarters for banks are located here. Illegal businesses find creative ways to keep their Green Pennies safe as well.

W3 POKES page 150
Slow-paced neighborhood. For folks that take relaxing and precision very seriously.

W4 THE BLACK BRANCHES page 152
Dark and secretive area with a sordid reputation. Most upstanding citizens avoid speaking of this neighborhood.

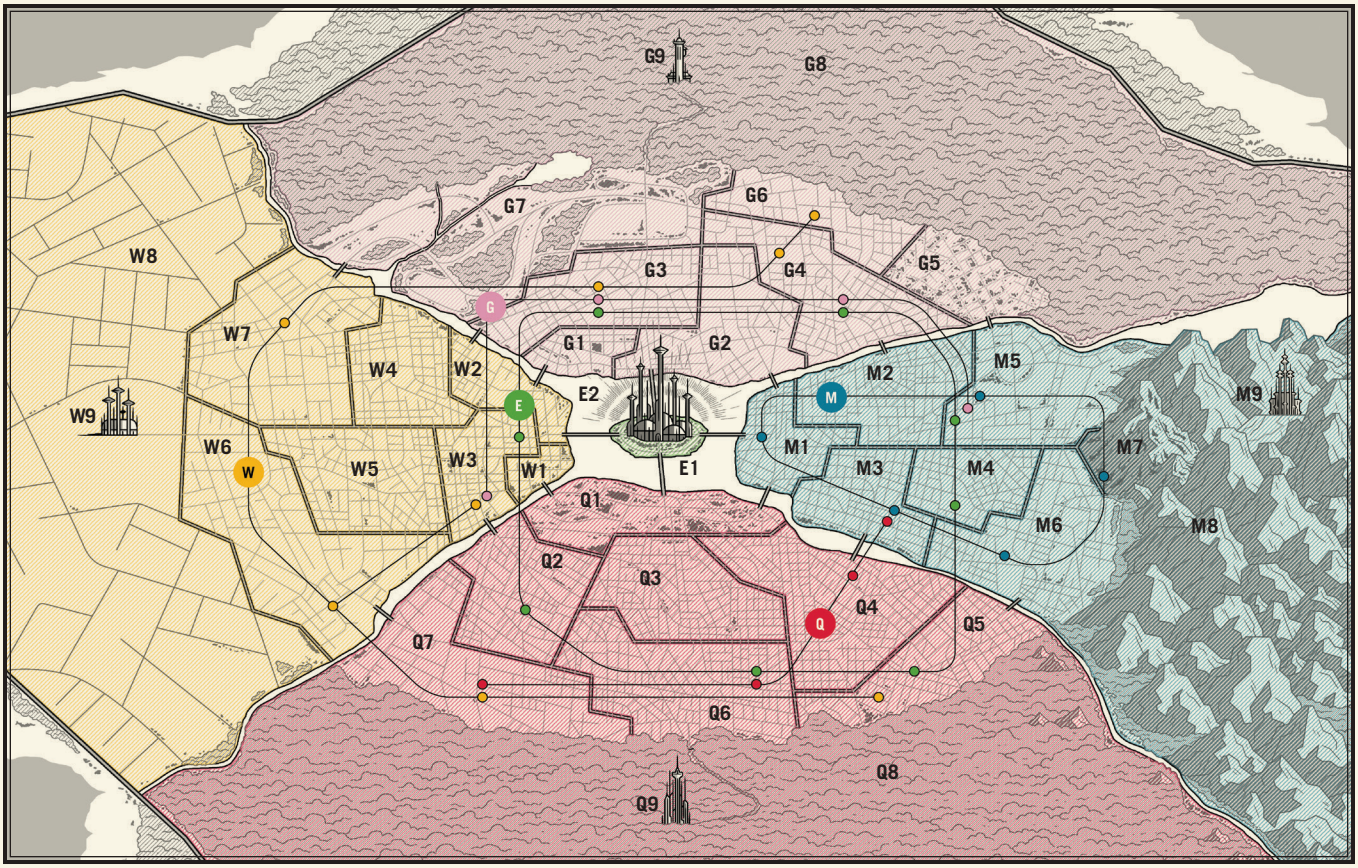
W5 TINKERTON page 154
Master tinsmiths, clockmakers, and mechanics congregate here. Home of the Oz mint.

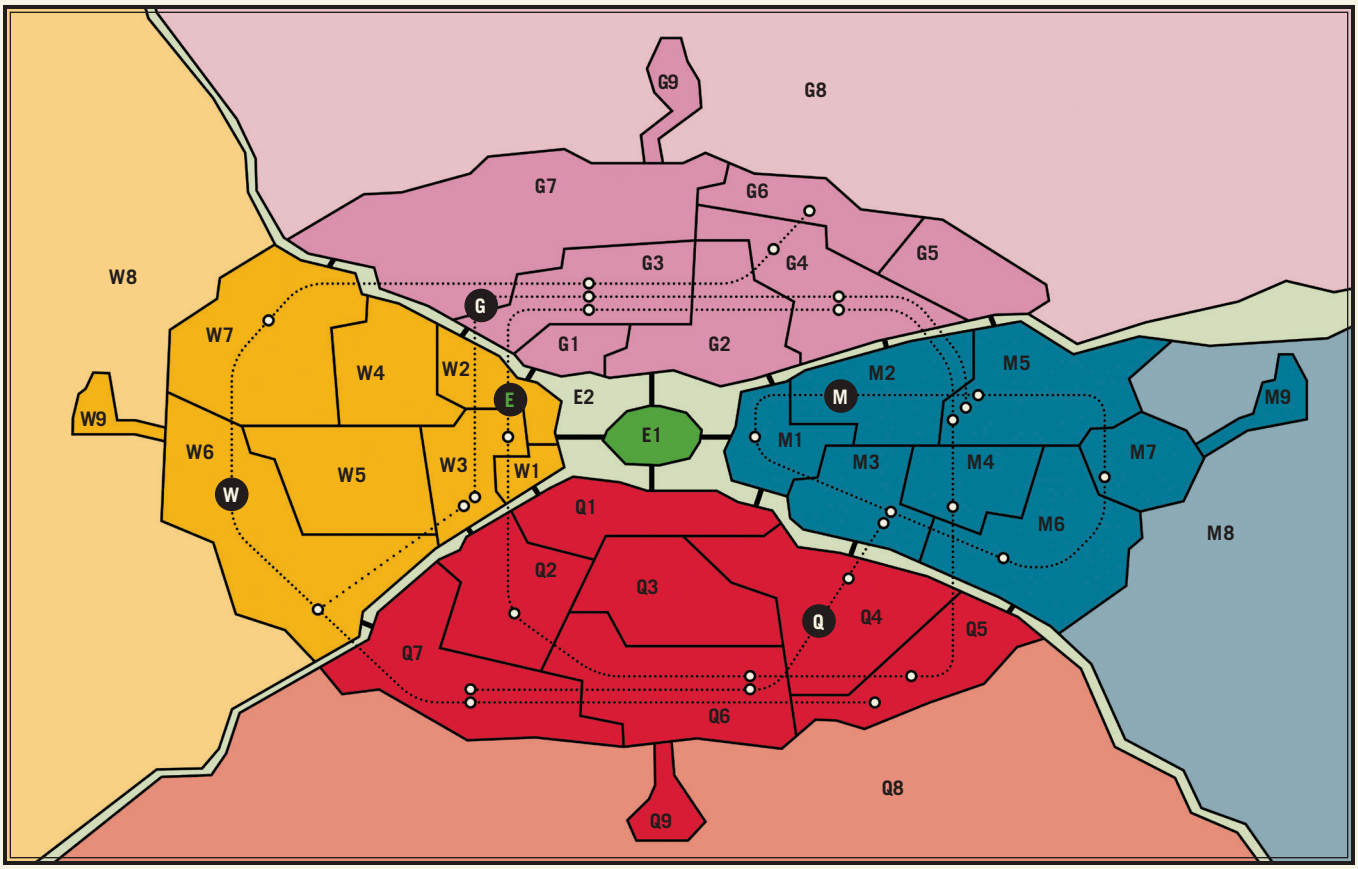
W6 JUNCTION page 156
Utilities. Water and sewage treatment, food refineries, limited electricity, etc.

W7 REPOSITORY page 158
Warehouse district. Most of the food and supplies shipped across Oz are stored here at some point.

W8 THE GREAT FARMLANDS page 160
Vast farmlands. Most of Oz's crops are grown here. Always changing and difficult to navigate.

W9 TIN KEEP page 164
Home of the Warden of the West and where all regional affairs affecting Winkie District are discussed and handled.


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Q9

E Overground (E Line)

This revolutionary monorail speeds between opulent terminals suspended high in the sky by ornate pillars, elevators, and escalators.

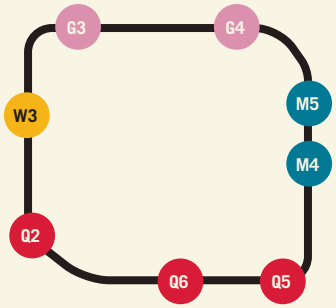


Nothing highlights the modernity and opulence of Oz quite like the Overground. While the Underground may be just as efficient, this line stands apart in every way. The cars are immaculately maintained, staff are friendly and helpful, and there's always enough seating. The experience is akin to a moving five-star hotel.

But the bouquets of flowers and complimentary beverages come at a cost. Only the most successful Ozians can travel on the E Line with any sort of regularity. With this comes an air of superiority and camaraderie between those that use it. It's not uncommon for business deals and clandestine agreements to be made during a morning commute.

SECRETS

- Private cars and seating are a hot spot for illegal business



STOPS (LOOP)

G3 **Pumperdink Plaza** pg. 84

G4 **Loonville** pg. 86

M5 **Wogglebug University** pg. 110

M4 **East Munchkin (EMU)** pg. 108

Q5 **Fuddleville** pg. 132

Q6 **South Watch** pg. 134

Q2 **Little Utensia** pg. 126

W3 **Pokes** pg. 150

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (fireworks, instrumental music begins playing, pockets fill with Green Pennies, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature drop or rise, flooding, etc.)
2	Transit danger (lights go out, tunnel collapse, creature attack, robbery, fire, etc.)
3	Construction delay (tunnel work, track repair, faulty car, etc.)
4	Crowd (busker, public brawl, celebration, etc.)
5	Merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of tickets, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by Ozma or representative

D12 CREATURE	
1	1D4 Animals
2	2D4 Animals
3	Jackdaws (Swarm)
4	1D4 Orks
5	1D8 Orks
6	1D6 Li-Mon-Eags
7	1D8 Gargoyles
8	1D12 Gargoyles
9	1D8 Winged Monkeys
10	1D12 Winged Monkeys
11	1D6 Phanfasms
12	Rak

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

OVERGROUND TICKETS

- 30 minutes travel time between stops
- 10 GP per stop including 1 transfer

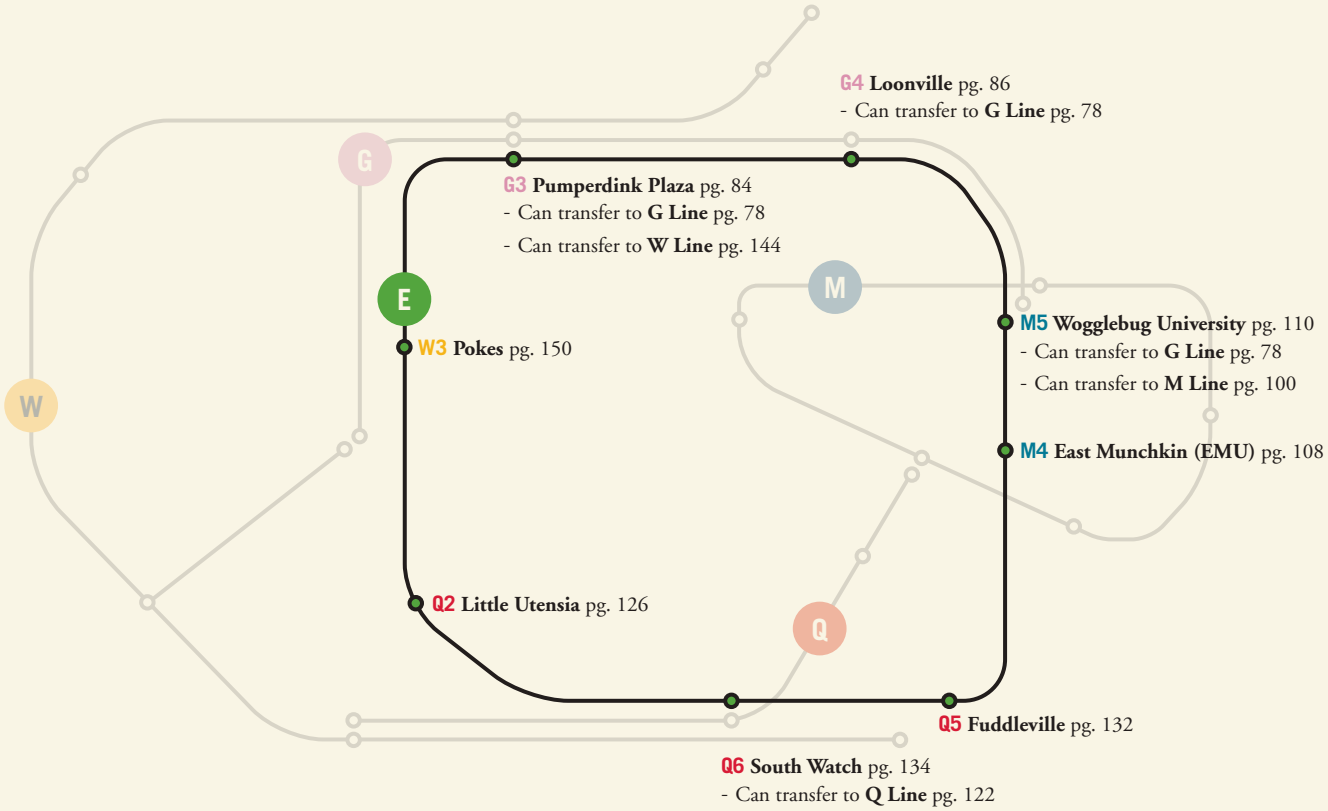
E Overground (E Line)

FIRST IMPRESSIONS

- Cars and stations are clean, new, and lavishly decorated
- Floral arrangements everywhere
- Green-tinted windows

NAMES

Cargil Scutter, Ortega, Dumas, Safra, Buttercourt, Rous Henkel, Spritzer, Liesel Quartz, Wolfgang, Onsi, Hyatt, Barter, Wentworth, Yeston, Marshall



D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Artist
2	Entertainment (Gambling)
3	Real Estate
4	Investing
5	Banking (Manager)
6	Professor
7	Lawyer
8	Judge
9	Healer
10	Socialite

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

E1 The Emerald Citadel

Both an icon and a public office, the Emerald Citadel acts as a political and social hub for the four districts of Oz.



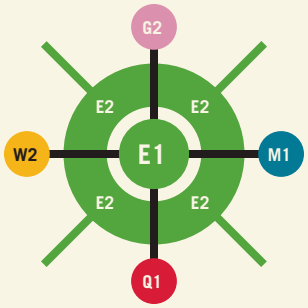
If Oz were an heirloom ring, then the Emerald Citadel would shine as its brilliant center stone. And all thanks to Oscar Diggs. He was the one who had the marble structure covered in Emeralds. Now, with Ozma returned to her throne, the Citadel acts as both her home and political office.

Representatives from all four districts work out of the offices with the intention of creating a harmonious land. When everyone is willing to cooperate, great things can happen!

The building also offers many public areas for the community to enjoy while wearing the complimentary green glass spectacles.

SECRETS

- Water of Oblivion (water from the Forbidden Fountain) wipes the memory of anyone who drinks it



WHAT'S NEARBY

E2 **Lake Quad** pg. 76

G2 **North Watch** pg. 82

M1 **Judicial Quarter** pg. 102

Q1 **Garden of Wild Beasts** pg. 124

W2 **West Bank** pg. 148

FIRST IMPRESSIONS

- Vibrant grass surrounds a green wall
- Shimmering emerald spires loom over faceted domed structures
- Folks wearing green glass spectacles

A. OUTER WALL
- 60′ tall and 10′ thick
- Gatehouses in cardinal directions have a bell to summon attendant
- Complimentary green glass spectacles provided on entry

B. SECURITY
- Alert and friendly staff
- Routine checks and sweeps
- Holding cell with Radium bars

C. DISTRICT TOWERS
- Each corner blends two districts:
  - NW: Winkie / Gillikin
  - NE: Gillikin / Munchkin
  - SE: Munchkin / Quadling
  - SW: Quadling / Winkie
- **1F**: Offices & cubicles
- **2F**: Observation deck
- **3F**: Private offices
- **4F**: 2 apartments
- Each apartment has bedroom, sitting room, and lavatory
- Accessible by stairs and elevator

D. GRAND HALL
- Lavish seating and artwork on wall
- Mounted Gump head chats with visitors and knows many secrets

E. THRONE ROOM
- Heavily guarded
- Banners hang from marble columns
- Four-tiered dais with throne
- Secret switches trigger fireball traps that erupt from the floor

F. PUBLIC GREENS
- Faceted dome roof
- Used for croquet, quoits, etc.

G. PUBLIC GARDENS
- Faceted dome roof
- Stone path and koi pond
- Plants include Zig Zag Cactus, Dolphin Succulents, Goldfish Plant, Zygopetalum Orchids, etc.

H. PRIVATE VIVARIUM
- Faceted dome roof
- Locked and guarded
- Plants include Six-Leafed Clover, Jewel Orchids, Blue Oranges, Lucky Heart Succulents, Ancient Olive Trees, etc.
- Fake Forbidden Fountain: clear warning signs that anyone drinking the Water of Oblivion will lose their memory

I. OZMA'S TOWER
- **1F**: Receptionist
- **2F**: Security
- **3F**: Meeting room
- **4F**: 2 apartments
- **5F**: Security
- **6F**: Ozma's study
- **7F**: Ozma's library
- **8F**: Ozma's quarters (spa, bedroom with talking blue bearskin rug, office with desk and self-writing quill, secret safe)

J. CAFÉ & KITCHEN
- Varied menu and friendly staff

K. GALLERY
- Rotating exhibit of Ozian artists

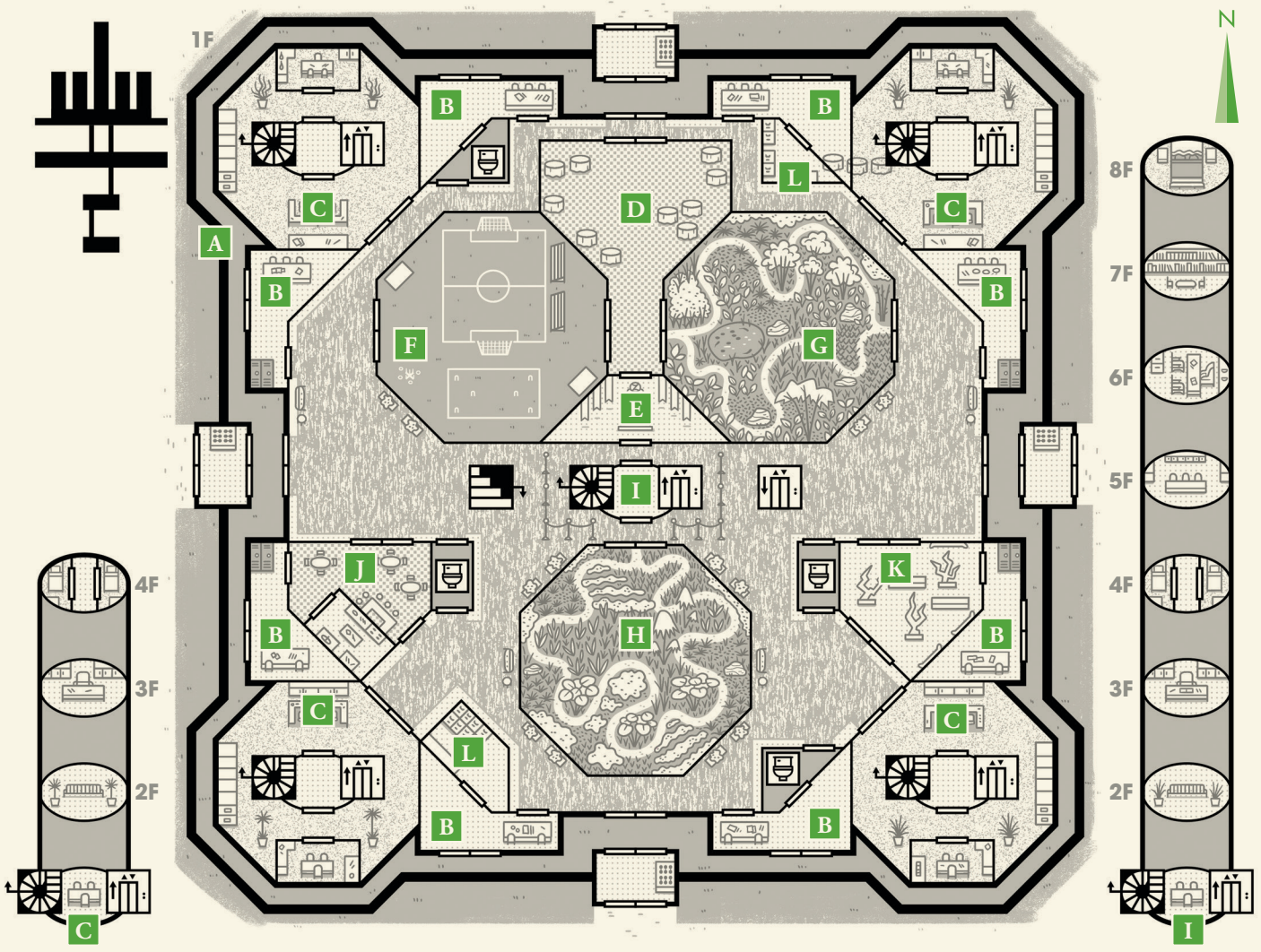
L. CLERICAL STORAGE
- Stores documents used by the District staff
- Lots of classified and restricted material

M. DISTRICT STORAGE
- One for each District
- Warehouse-sized and dimly lit
- Rows of shelving with documents, confiscated objects, etc.

N. ARCHIVES
- Magically warded so no air can get in and damage the documents

O. FORBIDDEN FOUNTAIN
- Radium gate and lock
- Spouts the Water of Oblivion (see SECRETS)

E1 The Emerald Citadel



THE CITADEL

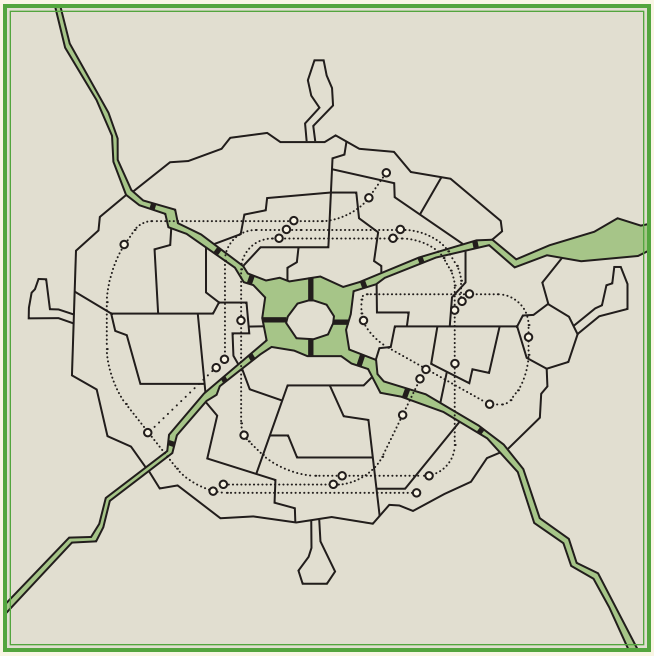
- Ozma will only grant an audience to those with TOTO: 5 in at least one area within each District or TOTO: 9 in one area
- Permanent blindness from the emerald architecture occurs after 3D6 minutes of exposure unless wearing green glass spectacles

GENERAL

- Carpeted floors muffle sound in hallways, tile everywhere else
- Gemstone lighting hangs from tall, vaulted ceilings
- Large, old paintings hang on emerald and wood walls
- Arched doorways and stained-glass doors

E2 Lake Quad

This lake surrounds the Emerald Citadel, reflecting its brilliant green glow, and splits off into four great rivers.

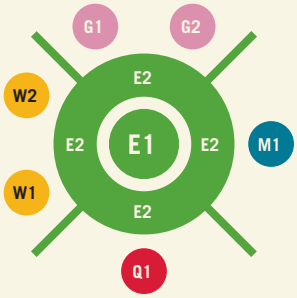


All rivers flow from the great and abundant Lake Quad. Its fresh water sustains much of the life in Oz and its current helps generate a modest amount of power. It truly is one of the greatest resources used by Ozians.

But it also holds a dark and guarded secret. In the deepest depths of the lake lies a pit of unnatural darkness. The curtain of darkness blocks all light and magic from ever touching the hoard of magical items at the bottom. It's an undeniable treasure trove of the most powerful and dangerous objects, weapons, and armor that Oz has ever seen.

SECRETS

- Magic items at the bottom of the lake
- Submerged tunnels and caves used by various secret organizations for meetings, disposal, and transportation



WHAT'S NEARBY

E1 **Emerald Citadel** pg. 74

G1 **Emerald View** pg. 80

G2 **North Watch** pg. 82

M1 **Judicial Quarter** pg. 102

Q1 **Garden of Wild Beasts** pg. 124

W1 **Thi** pg. 146

W2 **West Bank** pg. 148

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-13	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
14-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, torrent of erupting water, fish or frogs and lily pads fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, temperature drop or rise, earthquake, etc.)
2	Urban danger (infrastructure collapse, debris falls into the lake, pipe burst, boat sinking, etc.)
3	Construction (pipe work, bridge repair, improvements to the boardwalk, etc.)
4	Crowd (merchant sale, diving class, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (fishing equipment, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg.196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by Ozma or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	2D4 Animals (Small)
3	2 Animals (Medium/Large)
4	2D4 Animals (Med./Large)
5	2D4 Phanfasms (Small)
6	2D4 Phanfasms (Small)
7	2 Phanfasms (1 Small + 1 Large)
8	1D4 Phanfasms (Large)
9	2 Phanfasms (Large)
10	A–B–Sea Serpent
11	A–B–Sea Serpent
12	Rak

D12 NPC	
1	1D6 Loons / Fuddles
2	1D6 Doughans
3	1D6 Thists
4	1D6 Bunnyfolk
5	1D6 Utensians
6	1D6 Middlings
7	1D6 Clockwork Denizens
8	1D6 Wogglebugs
9	1 Human + Middling
10	1 Human + Wogglebug
11	1D6 Humans
12	1D8 Humans

E2 Lake Quad

FIRST IMPRESSIONS

- Shimmering green reflections from the Emerald Citadel
- Movement beneath the surface
- Not much visible beyond a few feet

NAMES

Sylvia Deep, Hass, Eugenie, Pickerel, Yves, Armand, Helmet Berge, Selachii, Lung, Zale, Silent Carson, Chatters, Ballad Bonin, Tarpon, Percoformpha

AREAS

0. EDGE OF THE LAKE
The sand and rock banks quickly dip into gently rippling waters. The green of the Citadel mixes with the cerulean waters but quickly turn dark just a few feet below the surface.

1. KELP GARDEN
The greens of this underwater garden are made all the more vibrant by the glow of the Emerald Citadel. It's both dense and lush and can be dangerous for the inexperienced swimmer or diver.

2. SMALL REEF
Tucked away from the major currents of the lake is this beautiful reef. Most vibrant and active at night, this is a popular spot for many locals.

3. BONE GRAVEYARD
Devoid of natural flora or fauna. Bones of aquatic creatures and ill-prepared explorers, but underneath the white are all manner of items intended to be forgotten.

4. TUNNELS
A great labyrinth of tunnels. Some easily lead to the surface and others lead to the most surprising of places.

5. SCAVENGED SHIPWRECKS
Five great ships rest in disarray on the lake floor. The easier the access, the less there is to find as divers have explored and plundered.

6. CREATURE NEST
Plant life lines the opening of this tunnel. Many foraged treasures line the tunnel for protection and decoration.

7. GREAT STATUE
The face's features have eroded with time, but the size of the figure—female with spear and shield—is still impressive.

8. SUBMERGED ARCHES
Three arches encompass a great flat path, and all are carved with intricate visuals of Mermaids, thunderstorms, and Fairies. The most stubborn jewels are still affixed to the stonework.

9. BUBBLE CRACKS
The ground reveals thousands of openings like paper cuts. Each release a steady stream of obscuring bubbles.

10. OYSTER BED
Bed of Fairy Oysters. Three types of pearls granted to those that are worthy:
BLUE: Pearl of Strength
PINK: Pearl of Protection
WHITE: Pearl of Wisdom

11. CAVE TOAD
The cave's mouth glows blue. Tunnel emerges into a dry opening. Giant reclusive toad sometimes enjoys company. Cannot be killed and knows much about Oz.

12. INTACT SHIPWRECK
This ship rests alone. In excellent condition, save for the giant hole in its hull. Sails flow with the currents.

13. THE TEMPLE
Stairs, place of worship, and second floor accommodations rest on crooked ground. The single spire clearly points at 30°.

14. CAGE GARDEN
Covered in rust and coral. This artificial reef hides many creatures and can be difficult to navigate. Some are locked but many are open and the width between the bars varies depending on the size of the cage.

15. METAL HATCH
Very old but in good shape. Some say it leads to tunnels that extend all around Oz, others think it's the lid to a container. Maybe a safe or maybe a prison. Big wheel and the locking cylinders are Radium.

16. THE PIT
The deepest part of the lake. All light, whether magical or natural, disappears here. Nor can anything that rests in this pit be found by any means other than physical touch; neither scrying nor any other magic will help. This is where the rarest and most dangerous magical items are left to be forgotten. The songs that come from the shadows are wordless yet hopeful.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Fishing
2	Fishing
3	Scavenging
4	Scavenging
5	Scavenging
6	Archaeology
7	Archaeology
8	Biology
9	Biology
10	Guide (Tourism)

D6 SECRET ORG.	
1	Objectionists
2	Wogglegologists
3	The Outfit
4	OZUltra
5	Olive Knights
6	Zuminati

G Underground (G Line)

The modern staircases, tunnels, and passenger cars of this metro line are covered in striking advertisements and promotions.

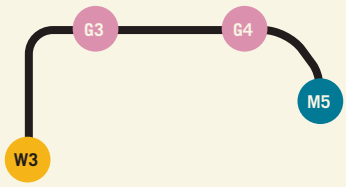


It's difficult to feel alone while on the G Line. Between the advertisements featuring smiling faces and the wrestling posters promoting the next match, there's always a face or two staring out at commuters.

Some see the announcements as an exciting preview with the shopping of Pumperdink Plaza and the arenas in Loonville, but others have a different perspective. The ads act as reminders of unattainable wealth and luxury. It's common to see these posters defaced with unsavory sentiments. The vandalism doesn't last for long, but it still leaves its mark.

SECRETS

- Much of the graffiti is a means of communicating secret messages



STOPS

W3 **Pokes** pg. 150

G3 **Pumperdink Plaza** pg. 84

G4 **Loonville** pg. 86

M5 **Wogglebug University** pg. 110

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, the view through the windows changes to the sky, everyone's feet are stuck to the floor until the next stop, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature drop or rise, flooding, etc.)
2	Transit danger (lights go out, tunnel collapse, creature attack, robbery, fire, etc.)
3	Construction delay (tunnel work, track repair, faulty car, etc.)
4	Crowd (busker, public brawl, celebration, etc.)
5	Merchant or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of tickets, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals
2	2D4 Animals
3	1D4 Nomes
4	1D4+2 Nomes
5	2D6+2 Nomes
6	2D8+2 Nomes
7	1D4 Awgwas
8	2 Phanfasms (1 Small + 1 Large)
9	1D4 Phanfasms (Small)
10	Dragonette
11	Dragonette
12	Dragon / Choggenmugger

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

UNDERGROUND TICKETS

- 30 minutes travel time between stops
- 1 GP per stop including 1 transfer

G Underground (G Line)

FIRST IMPRESSIONS

- Stations are full of high-end advertisements (sometimes vandalized)
- Cars clean but show signs of repair
- Popular spot for busking

NAMES

Rosser, Burnette, Miro Gold, Hotfeld, Ogle, Ann Winter, Iribe, Verner, Wana, Emannuelle, Sachi, Bosse, Harper Jr., Mrs. Peanut, Lanvin



D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Student
4	Student
5	Professor
6	Banking
7	Physician
8	Artist
9	Entertainment (Wrestling)
10	Hospitality

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

G1 Emerald View

Winding roads, immaculately manicured public spaces, and tall fences all hint at the affluence of Oz's richest community.

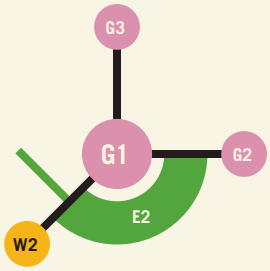


If you haven't lived in Emerald View, then you just can't understand what it's like. There's something special about the air, always having the Citadel on the horizon, and the security of knowing you're living among like-minded folk. Once you've lived this way, it's hard to accept anything else.

And most needn't. Families in Emerald View are some of the oldest and wealthiest in all of Oz. They were the first to adopt the current system of currency and made the most of it. It's a neighborhood literally built by generational wealth. The locals would never admit to this.

SECRETS

- Zuminati headquarters
- Nome invasion



WHAT'S NEARBY

E2 **Lake Quad** pg. 76

G2 **North Watch** pg. 82

G3 **Pumperdink Plaza** pg. 84

W2 **West Bank** pg. 148

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, all glass in the area turns green, precious gems fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (fancy hat, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D8 Orks
5	1D4 Goozzle-Goblins
6	1D8 Winged Monkeys
7	1D4 Nomes
8	1D6+2 Nomes
9	1D8+2 Nomes
10	Rattlesnake (Giant)
11	Dragonette
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Clockwork Denizens
9	1D6 Wogglebugs
10	1D6 Humans
11	1D6 Humans
12	Roll 2D12 (1 of each)

G1 Emerald View

FIRST IMPRESSIONS

- Large homes on larger properties
- Individual fences and gated streets
- Perfect yards, outfits, and smiles
- Judgment hidden behind kindness

NAMES

Bloom, Emily Onassi, Rosina, Hughes, Prem, Kay Goldman, Truman, Merv, Nil, Radha Buyers, Gunter, Opal, Carine Mond, Vera, Glenys Glint

NAVIGATION

COMMUNITY HILL
Emerald Hill. Well maintained with locally funded staff. Great view of the Emerald Citadel with paths, benches and gazebos.

MANSION ROAD
Clover Step Drive. The wealthiest area, but it's all understated. Tall fences and gates protect mediocre-looking homes with nice-looking yards. Inside is a different story.

COUNTRY CLUB
One of the few commercial lakefront properties. Public restaurant but events and the second floor are for members only.
TOTO: 8+

ABANDONED MANSION
Yoop Castle. Rumors say a sorceress once lived there. Looks like a haunted house and no one dares hop over the high fence. Jackdaws nest in the broken roof.

EVENTS

GOLF TOURNAMENTS
Miniature golf. Rub shoulders with the rich and powerful while donating to a good cause.
TOTO: 4+

CROQUET MATCHES
Daily. For those who needn't work. Perfectly manicured pitches. Dress code in effect.
TOTO: 3+

GARDEN PARTIES
Birthday parties. Fundraising events. Just an excuse to get together and show off.
TOTO: 5+

TRUTH OR DARE NIGHTS
Elite event. Reveal dark secrets or take on dares to break countless Ozian laws. Rotating hosts.
TOTO: 7+

WORLDLINGS

HEAD-CHANGING SOCIALITE
Human. *Lady Langwidere*. Swaps heads to suit the social event. Claims it's simply magical makeup but it's so much more. Feels she is above Ozma and her rules.

WATER TYCOON
Utensian (Dessert Fork). *Pirouni*. Very old and has seen a lot. Friendly to most and generous with his wealth. Wishes he could undo many of his past mistakes. Loathes the Zuminati.

RIVAL NEIGHBORS
Humans (*the Hatters*) and Thists (*the Bolsos*). Steal priceless rock (*Luck Stone*) from each other. Host posh events and invite the rival family to show off the stone and boast about how secure it is.

PUNCTUAL PHYSICIAN
Wogglebug. *Midge*. Always on time and good with children. Poached from Wogglegology by the Zuminati to heal the members of the Upper Order. Loves her job.

SECRETS

ORK MISHAP
Doughan (Croissant). *Nid*. Ork swallowed precious gems from her hat and flew away. Desperately needs the jewels back to pay off a debt.

SECRET MARKET
Black-market goods. Buyers don't question anything. Illegal and secretly a research base for the OZUltra program to do field tests.

DOUBLE-DEALING THIEF
Bunnyfolk. *Wag*. Lush lifestyle paid for by a life of crime. Never steals from other Bunnyfolk or the Outfit. They love gemstones. Knows of the Zuminati.

ZUMINATI CATACOMBS
Tunnels upon tunnels filled with the dead. All draped in cloth with circled "Z"s over their eyes. The Upper Order are all laid to rest here.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Judge
4	Professor
5	Banking
6	Physician
7	Civil Servant
8	Tycoon (Arts / News)
9	Tycoon (Natural Resources)
10	Tycoon (Entertainment)

D6 SECRET ORG.	
1	OZUltra
2	Zuminati
3	Zuminati
4	Zuminati
5	Zuminati
6	Zuminati

G2 North Watch

This garrison is as much a tourist destination as it is a base for some of Oz's most skilled and dedicated Watcherfolk.

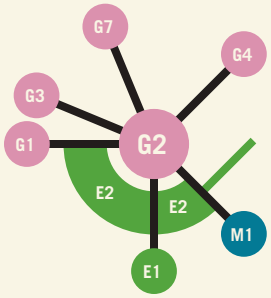


North Watch has, on many occasions, stood as the last line of defense. It's defended against manipulated Winged Monkeys, the attempted coup lead by General Jinjur, and against countless other threats. Now it mostly serves as a tourist destination for those wanting to brush up on some of the history of Oz. Many important political artifacts are kept under constant protection for interested parties to walk by and marvel at. It's a subtle display of Ozma's power and the greater power of Oz in general.

Behind the scenes is a very active force that protects untold wealth and dedicatedly trains for potential threats. The overall effect is like gold leaf foil on a well-tempered sword.

SECRETS

- OZUltra testing site



WHAT'S NEARBY

E1 **Emerald Citadel** pg. 74

E2 **Lake Quad** pg. 76

G1 **Emerald View** pg. 80

G3 **Pumperdink Plaza** pg. 84

G4 **Loonville** pg. 86

G7 **Gugu Park** pg. 90

M1 **Judicial Quarter** pg. 102

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, trumpets blare, tiny toy figures of Watcherfolk fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (Watcherfolk badge, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	Rattlesnakes (Swarm)
5	1D8 Orks
6	1D4 Goozzle-Goblins
7	1D8 Nomes
8	1D4 Awgwas
9	1D8+2 Winged Monkeys
10	Rattlesnake (Giant)
11	Dragonette
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Doughans / Fuddles
2	1D6 Utensians
3	1D6 Bunnyfolk
4	1D6 Thists
5	1D6 Loons
6	1D6 Wogglebugs
7	1D6 Clockwork Denizens
8	1 Human + Utensian
9	1 Human + Clockwork Denizen
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

G2 North Watch

FIRST IMPRESSIONS

- Stone towers and divider walls guarded by formally dressed Watcherfolk
- Manicured greenery
- A sense of unspoken rules everywhere

NAMES

Tall Knox, Raven, Hellvi, Gustavus, Eugene, Oro, Bellona, Morden, Alexandria, Brodski, Ensign, Laran, Mentu, Savoy, Patton Goer, Armet

NAVIGATION

TOURISM BASE
The Tower of Oz. Large historic fortress no longer used for security. Functions as a tourist destination but still heavily guarded by active Watcherfolk.

ACTIVE BASE
North Fort. Heavily guarded with gates and barricades everywhere. Full of weapon stores, training facilities, and living quarters. Guards are friendly but stern.

BOARDWALK
Excellent views of the Emerald Citadel (E1). Lots of food and green glasses vendors. Cycling and picnics permitted.

CLEANING COMPANY
Nanda's. Cleans most of the buildings in North Watch as well as many private homes in Emerald View (G1).

EVENTS

PRIZED JEWELS TOUR
Ozma's coronation jewels, gown, and various political documents are kept on display. Guarded, but they're likely replicas anyway.

LAKE QUAD MONSTER SIGHTINGS
Folks line the shores to catch a glimpse of the nonexistent monster. The bravest fans drop bait into the lake from boats.

GHOST WALKS
Nightly. All rather tongue-in-cheek but stories include the Lady in Red, Dripping Dudley, and the Unforgiving Knight.

CATACOMB TOURS
Walking tours. Underground tombs that never got used. Filled chambers and shelves behind locked doors. Lots of beautiful stonework.

WORLDLINGS

HIGH-CLEARANCE MECHANIC
Human. *Switch.* Works on Watcherfolk equipment and handy with Tinners. Under constant surveillance.

WATCHERFOLK COMMANDER
Human. *Omby Amby.* Long beard and intimidating appearance, but gentle disposition. Would die for Oz and Ozma.

STUBBORN INNKEEPER
Utensian (Can Opener). *Geumsog.* Served as a Watcherfolk and follows strict rules. Argues easily. Never forgets a face.

SURPLUS SALESMAN
Doughan (Biscuit). *Tack.* Sells surplus and decommissioned Watcherfolk equipment. For the right price, he can even get active uniforms.

SECRETS

RADIUM RESERVES
Common knowledge but not formally recognized or discussed. Somewhere in North Watch is a heavily fortified and guarded store of pure Radium.

STOLEN CUSHIONS
Seat cushions from the Tower of Oz are going missing and no one can explain it. Kept under wraps because of the breach in security.

LIVING SEWERS
Whispers can be heard coming from the storm drains. The Sewer can hear screams coming from somewhere in the tunnels and is worried.

OZULTRA TESTING FACILITY
Underground and far away from the catacombs are pristine labs and holding cells containing numerous experiments.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Security
4	Gardening / Landscaping
5	Guide (Tourism)
6	Watcherfolk (In-Training)
7	Watcherfolk (Tourism)
8	Jeweler / Appraisal
9	Historian
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Zuminati
2	Olive Knights
3	Objectionists
4	OZUltra
5	OZUltra
6	OZUltra

G3 Pumperdink Plaza

This vibrant and endless market can accommodate everything from a modest budget to a luxury retail experience.



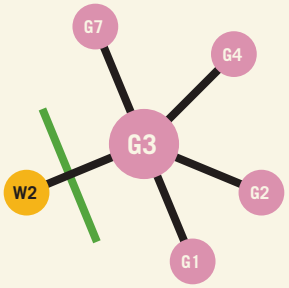
Pumperdink Plaza is arguably the most colorful and striking part of Oz. Elite retail towers of glass and chrome break up the vibrant vendor stalls that line the endless market streets. The mix of visual splendor and fragrant wares can be overwhelming to the senses.

The markets offer goods ranging from affordable to exorbitant, but the asking price always reflects the value. For the elite, there are numerous businesses that offer discreet and personal shopping experiences.

No matter the target market, optics are crucial. Nothing is more likely to sink a business than bad press or upsetting the wrong customer.

SECRETS

- Nome invasion
- Objectionist secret base



WHAT'S NEARBY

G1 **Emerald View** pg. 80

G2 **North Watch** pg. 82

G4 **Loonville** pg. 86

G7 **Gugu Park** pg. 92

W2 **West Bank** pg. 148

E E LINE PG.72

G G LINE PG. 78

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (perfume explosion, color drains from objects, silk ribbons fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bag of clothes, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D8 Winged Monkeys
5	2 Nomes
6	1D4+2 Nomes
7	2D4+2 Nomes
8	2D4+2 Nomes
9	1D4 Awgwas
10	1D4 Phanfasms (Small)
11	2 Phanfasms (1 Small + 1 Large)
12	Dragonette

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Clockwork Denizens
9	1D6 Wogglebugs
10	1D6 Humans
11	1D6 Humans
12	Roll 2D12 (1 of each)

G3 Pumperdink Plaza

FIRST IMPRESSIONS

- Crowded streets and market stalls
- Vibrant buildings and vendors adorned with flags and banners
- Smells of foods and spices all around

NAMES

Hamdan, Canary Barrick, Pitt, Merva, Kal, Grafton, Pushpin, Julian Cromwell, Olav Rottenberg, Agamani, Havih, Dib, Marquise, Cameo, Jasper Jinks

NAVIGATION

FLORAL MARKET STREET
Sencha Street, aka *Green Street.* Busiest of all market streets. Rooftop gardens and green spaces that hang over awnings and tents.

SHOPPING CENTER
West Plaza Shopping Center. Six-story ring of niche businesses and merchants. Open to all.

SECONDHAND SUPPLIER
Martzi's Second Sight. Pink, orange, and gold warehouse packed with secondhand goods. Always happy to trade.

RETAIL TOWER
Elegant Elephant. Endless floors offering high-end products and services. Top floor is invite-only.
TOTO: 5+ (Top Floor)

EVENTS

RACKET SPORTS
Open courts for tennis and badminton used at all hours of the day. Regular competitions held as well.

BICYCLE RACES
Monthly races start loop around the entirety of Pumperdink Plaza. Road traffic is closed to all but the cyclists. Compete for prizes and glory.

BOAT PARTIES
The smaller the boat, the more elite the party. The docks are guarded at all hours to protect the boats and rescue those who topple overboard.
TOTO: range from 2–8+

ELITE MARKET
Gold Door Club. Invite-only club with a private market open 24 hours. Must present the gold card engraved to look like a set of doors.
TOTO: 7+

WORLDLINGS

STREET CLEANER
Utensian, *Knuckle.* Sweeps, detangles banners and flag strings, washes building facades. Sees a lot but says very little.

SOCIALITE
Loon. *Zoy.* Always surrounded by onlookers and security. Wherever she goes, success is sure to follow. Prized heirloom necklace is missing but won't tell anyone.

PROPERTY SCION
Human. *Pompadore.* Next in line to run real estate empire, *Pompus Estates.* Was an Objectionist but now wants to disappear and pursue culinary arts.

PERSONAL TRAINER
Bunnyfolk. *Milijana.* High-energy and optimistic trainer to the wealthy and famous. Secretly a bounty hunter from The Warren (Q4).

SECRETS

STOLEN SIGNAGE
The gold letters from the sign of *Flair* keep getting stolen. Might be Nomes or disgruntled employees.

APPRAISAL SCAM
Famed appraiser. *Page Battleby.* Undervalues rare goods so their partner can purchase and sell on the black market.

MAGIC TENNIS
Called "Enlightennis." Location always changes and players are allowed to use magic during matches. Non-lethal.

OBJECTIONIST BASE
Located underneath the West Plaza Shopping Center. They're currently in conflict with invading Nomes.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Vendor (Flowers / Spices)
2	Vendor (Fruits & Nuts)
3	Security (Retail / Private)
4	Looming / Weaving
5	Dying / Sewing
6	Artist / Art Supplies
7	Appraising
8	Retail (Product / Leisure)
9	Retail (Personal / Luxury)
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Zuminati
2	Wogglegologists
3	Objectionists
4	Objectionists
5	Objectionists
6	Objectionists

G4 Loonville

The large, domed stadium sits at the center of this community built around wrestling and high-spectacle events.

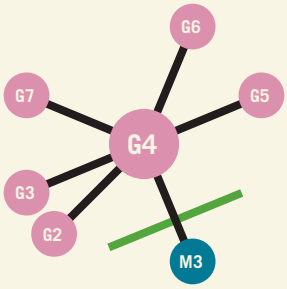


No matter where you are in Loonville, wrestling is present. Whether it's a promotional poster on the wall celebrating past and future matches or the great domed roof of the arena rising up from the horizon, you can't escape it.

If conversation isn't about the match that just happened, it's likely about the next one coming up. There always seems to be an event planned, and while some say it's to keep spirits up and meet the demands of the fans, others suggest it's all a distraction from more important matters.

SECRETS

- Outfit presence
- OZUltra presence
- Wheeler gangs



WHAT'S NEARBY

G2 **North Watch** pg. 82

G3 **Pumperdink Plaza** pg. 84

G5 **Great Library Ruins** pg. 88

G6 **Feathertown** pg. 90

G7 **Gugu Park** pg. 92

M2 **The Archives** pg. 104

E E LINE PG. 72

G G LINE PG. 78

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, everyone breaks out in applause, blood or sweat or tears fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (event tickets, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Orks
4	1D4 Cottabuses
5	1D4 Goozzle-Goblins
6	1D8 Winged Monkeys
7	1D8 Winged Monkeys
8	1D4 Awgwas
9	1D4 Wheelers
10	1D6+2 Wheelers
11	1D8 Wheelers
12	Dragonette

D12 NPC	
1	1D6 Doughans / Thists
2	1D6 Utensians / Bunnyfolk
3	1D6 Fuddles / Wogglebugs
4	1D6 Clockwork Denizens
5	1D6 Humans
6	1D6 Humans
7	1 Loon + Thist
8	1 Loon + Fuddle
9	1 Loon + 1 Human
10	1D6 Loons
11	1D6 Loons
12	1D8 Loons

G4 Loonville

FIRST IMPRESSIONS

- Impressively large domed stadium
- Rounded corners on arched buildings
- Fliers and signs for the next big event
- Sharp objects frowned upon

NAMES

Keibler, Fabulous Asuka, Jabber, Marv, Natalya, Sprawl, Miceli, Gorilla Grab, Sid Wilkens, Del Rey, Takhti, Koji, Dusty Roads, Ichiro, The Bounce

NAVIGATION

EVENT STADIUM
Loonville Entertainment Center. Giant domed building with multiple entrances and many smaller arenas inside.

TAVERN STREET
Basket Street. Filled with taverns where stadium events are relayed to patrons. Betting on matches is common.

GYM
Lita's Gym. Welcoming to pros and amateurs alike. Coaches and equipment for boxing, wrestling, gymnastics, and more.

COMMUNITY CENTER
South-side Community Center. Public courts, pool, and social spaces. Many all-ages events hosted here as well.

EVENTS

STAGE WRESTLING
The main event. Knockout matches, battle royals, tag team, caged matches, all for the fans. Tickets sold everywhere.

PRE-EVENT EVENTS
Streets around the stadium fill up with fans sharing food, buying merchandise to support their favorite wrestler, and more. Can get rowdy but generally safe.

STREET RACES
Happens whenever there's a stadium event and the streets are empty. Carts, sawhorses, on foot, etc. Almost always for money.

UNDERGROUND MATCHES
Not strictly legal. Where amateurs improve and the pros work on new moves. Small, intimate, and slightly dangerous.

WORLDLINGS

FOOT TRAFFIC WATCHERFOLK
Loon. *Valentina Bounca.* Popular among locals for directing foot traffic after stadium events. Great at her job. Sees a lot.

RUBBER BEAR BOXER
Bear. *Para Bruin.* Captured by a group of bandits long ago and trained to box. Now free and happy to work for honey. Serious and suspicious of others.

PROMOTIONS MOGUL
Loon. *King Bal.* The man behind the events. Big personality and a wrestler himself. Aggressive businessman and rumors claim he has ties to organized crime.

OZULTRA RESEARCHER
Loon. *Billie Bee.* Researches nutrition and exercise for athletes by day and uses her findings to further the OZUltra Project. Cheerful and social.

SECRETS

SECRET STADIUM ENTRANCE
Unguarded service tunnel great for sneaking in to watch events for free. Currently occupied by Wheelers.

STOLEN GIANT EYE
Doughan (Cookie). *Butter Twist.* Found the eye in Repository (W7) and worries the Giant is still looking for it. Won't tell anyone for fear of punishment.

OUTFIT UNDERBOSS
Fuddle. *Sotto.* Inherited a family heirloom (golden horse-head broach) and expected to rise to rank of Boss. Needs competing Underboss out of the way first.

OZULTRA ARCHIVES
Ticket machine. Buying the right series of tickets grants access to countless crates of old research. Out of date but still very incriminating.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Chef / Cook
3	Security
4	Promoting
5	Managing
6	Wrestling (Amateur)
7	Wrestling (Lightweight)
8	Wrestling (Heavyweight)
9	Hospitality
10	Hospitality

D6 SECRET ORG.	
1	OZUltra
2	OZUltra
3	The Outfit
4	The Outfit
5	The Outfit
6	The Outfit

G5 Great Library Ruins

Once an impressive library the size of a neighborhood, it is now a ruin of rubble where only remnants of wisdom remain.

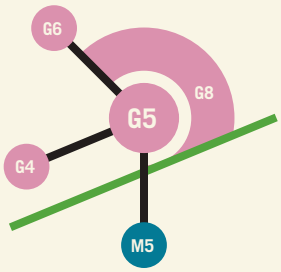


Few speak of the ruins, let alone what happened to them. The Great Library was appropriately named and was once the single greatest resource for any known knowledge in Oz. In a time when outside visitors were frequent, this was a common reason for their visit. Some even made the trip to donate books and scrolls to the collection.

But that was then. Now the Great Library is in ruins. The edges have been looted to the point that all anyone finds is dust and debris. Those brave enough to venture deeper may just find something left on the shelf.

SECRETS

- Wheeler gangs



WHAT'S NEARBY

G4 **Loonville** pg. 86

G6 **Feathertown** pg. 90

G8 **Forest of Winged Monkeys** pg. 94

M5 **Wogglebug University** pg. 110

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-13	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, moss suddenly grows, blank pages fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, flash flood, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, sudden sinkhole, earthquake, etc.)
3	Construction (road work, building repair, demolition, etc.)
4	Abandoned supplies (climbing, camping, archaeological, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bloody book, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Cottabuses
4	1D8+2 Winged Monkeys
5	2 Wheelers
6	4 Wheelers
7	1D4 Wheelers
8	1D6+2 Wheelers
9	1D8 Wheelers
10	1D12+2 Wheelers
11	Choggenmugger
12	Dragonette

D12 NPC	
1	1D6 Doughans / Fuddles
2	1D6 Utensians / Bunnyfolk
3	1D6 Thists / Loons
4	1D6 Cuttenclips
5	1D6 Clockwork Denizens
6	1D6 Wogglebugs
7	1D6 Wogglebugs
8	1 Human + Wogglebug
9	1 Human + Wogglebug
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

G5 Great Library Ruins

FIRST IMPRESSIONS

- Mixture of stone and overgrowth
- Trees and roots everywhere
- Ground is uneven except where narrow paths have been tamped down

NAMES

Eratos, Cornel, Barbaro, Miki Ricks, Riffat, Antoinette, Nussy, Gutten, Rosemary, Murphy, Borges, Larkin, Jessamyn, Marj Elmendorf, Fremont

AREAS

0. EDGE OF THE RUINS
The Yellow Brick Road stands in contrast to the dull stone and green growth of the ruins. Fragments of buildings and civilization lie beyond and the structures look more intact farther in.
Nearby: Nothing but scraps

1. FLOODED BASEMENT
Lush greenery surrounds the area. Filled with water and a few pages float on the surface
Nearby: Dictionaries, Thesauruses, Almanacs

2. STRAIGHTAWAY
Ruined buildings line either side of this once great Yellow Brick Road. Clear visibility into the distance.
Nearby: Languages, Cookbooks, Art Collections

3. THE HILL
Tunnels built into a grass-covered hill. Some dead-end and some go through to the other side.
Nearby: Short Story Collections

4. SINKHOLE
Rubble has been cleared out and the sides are mostly dirt and grass. Like a giant empty swimming pool.
Nearby: Catalogs, Technical Manuals, Anatomy

5. THE READING ROOM
All that remains are the walls, shreds of rug, and dye-stained benches. Hidden storage used by librarians under the stone benches.
Nearby: Early Readers, Picture Books, Mystery, Adventure

6. EXPOSED TUNNELS
The ground has collapsed to expose tunnels and hallways underneath. Portraits hung with Radium nails line the deepest and darkest halls.
Nearby: Biographies, Romance, Humor, Do-It-Yourself Guides

7. HELP DESK
A great long bench in ruin with rusted metal letters spelling out "HELP DESK."
Nearby: Catalogs of Index Cards, Library Cards, and Records of Withdrawals and Returns

8. RETURNS
Stone vault surrounded by debris. Complex mechanism allows deposits of all sizes, but you can't see inside. Many books still in there.
Inside: Titles of all type and value

9. LIBRARIAN QUARTERS
Simple barracks. Some private rooms but mostly rusted beds bolted in a row. Many hidden alcoves if you know where to look.
Nearby: Diaries, Journals

10. LEANING STACKS
Two great buildings toppled over and are leaning against each other creating a pair of large ramps. Inside is mostly looted.
Nearby: Architecture, Botany

11. EMPTY TOWER
Door is off its hinges. Nothing inside but a spiral staircase and four floors of emptiness. Secret attic hides loot and a makeshift bed.
Nearby: Crime, Horror, Poetry

12. QUIET ZONE
Magical silence hangs over the area. Plants thrive here.
Nearby: Historical Fiction, Essays

13. REFERENCE SECTION
Roof held up by three great trees. Floor has 1 in 6 chance of collapsing, but cabinets are filled with information on where to find any book. Alphabetized.
Nearby: Games and Rules, Geography, Philosophy

14. PERIODICALS
Damaged by the elements but the building has protected the contents inside. Filled with clippings.
Nearby: Newspapers documenting years of Oz's history

15. ACQUISITIONS
Heavily fortified vault guarding the books not yet ready for circulation. Size of a small house.
Inside: Titles of all type and value

16. THE GUARDED SECTION
Staircases lead up to a grand hall with domed roof. Radium doors on all four sides, and windows are only a couple inches wide. Inside looks untouched.
Inside: Uncertain Tomes, Spoken Books, Atlases of the Unexplored, Chained Scrolls, etc.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Archaeology
2	Archaeology
3	Archaeology
4	Historian
5	Cartography
6	Survival / Camping
7	Climbing / Exploring
8	Hunting
9	Looting
10	Looting

D6 SECRET ORG.	
1	Objectionists
2	The Outfit
3	OZUltra
4	OZUltra
5	Wogglegologists
6	Wogglegologists

G6 Feathertown

Up-and-coming artists flock to the bohemian and affordable lifestyle that this tight-knit community encourages.

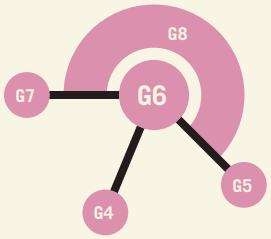


While some may view its proximity to the Forest of Winged Monkeys to be a problem, most of the folks in Feathertown see it as an asset. Sure, there's slightly higher risk of encountering a belligerent creature or trickster monkey, but who could argue with the affordable housing?

The freedom that the locals encourage has naturally led to an influx of all types of artists, and the impact on the neighborhood couldn't be more obvious. Experimental dining experiences, impromptu concerts at all hours of the day (and night), and ever-changing murals are common experiences while walking down the street. It's a community of artists that are in it for the artistry.

SECRETS

- High magical activity
- Wheeler gangs
- Phanfasm infestation



WHAT'S NEARBY

G4 **Loonville** pg. 86

G5 **Great Library Ruins** pg. 88

G7 **Gugu Park** pg. 92

G8 **Forest of Winged Monkeys** pg. 94

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-15	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
16-17	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
18-20	Magical Occurrence (explosion, object shouts "no good" for thirty seconds, jars of paint water fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (abandoned artwork, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Cottabuses
4	1D8+2 Winged Monkeys
5	1D6 Wheelers
6	1D6+2 Wheelers
7	1D8+2 Wheelers
8	1D4 Awgwas
9	1D4 Phanfasms (Small)
10	1D4 Phanfasms (Large)
11	Choggenmugger
12	Dragonette

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

G6 Feathertown

FIRST IMPRESSIONS

- Brightly colored buildings of all shapes, sizes, and architectural styles
- Art installations everywhere
- Individuality is prized above all else

NAMES

Shirin, Mr. Prisma, Louise, Horsehair, Vito Pastel, Sofonisba, Hatano, Daily, Stad, Tino Fan, Klint, Bridget, Claude, Vanna Veneer, Melville

NAVIGATION

WING ART INSTALLATION
Paint Pot Pinion. Large wings made of wire and mesh where artists fasten their empty paint containers.

GRAFFITI ALLEYS
Imagery often compliments what's in the area and helps with navigation. Doors hidden among the complex artwork.

SHARING RESTAURANT
Fly the Co-Op. No owners. Pay what you can, share what you can, and lend a hand. Ever-rotating menu.

LOCAL TAVERN
The Roost. Top floor above cheap studio space. Hard to find but frequented by most locals. Great view of the neighborhood.

EVENTS

ART WALKS
Flight Nights. Events with sporadic scheduling. Artists sell their work, perform, open their studios, etc. Relaxed atmosphere.

ARTIST 'FUNERALS'
Impromptu parades to celebrate an artist before they move out of Feathertown. Music and costumes and love.

BALCONY PERFORMANCES
Musicians perform from balconies, porches, and rooftops to modest groups of fans. Only promoted by word of mouth.

UNDERGROUND SHOWS
Invite-only for the connected. Performance art and sometimes art reveals.
TOTO: 2+

WORLDLINGS

CONNECTED TATTOOIST
Cuttenclip. *Permanent Pepper.* Affordable rates and is connected to most in the area. Friendly but very high standards for artistry.

INSPIRED AUTHOR
Human. *Elle Balm.* Wants to write a series of stories set in Oz but needs adventurers to recount their stories to her. Will pay what she can.

BRAIDED INVENTOR
Human. *The Braided Man.* Can make holes appear anywhere. Reclusive. Likes pyramids.

MAGIC SHOPKEEPER
Wogglebug. *Prez.* Owns the music store, *Fine Tune.* Speaks with the dead and gets advice from deceased musicians.

SECRETS

PHANFASM ATTACKS
Bed & Breakfast. *The Northern Nook.* Windows and doors reinforced against regular Phanfasm attacks due to powerful magic helm in the basement.

WIZARD TRADER
Human. *Doctor Nikidik.* Claims to know where stolen magic goes. Has many recipes and procedures of dubious efficacy.

DOUBLE AGENT ROAD WORKER
Doughan (Bun). *Garlic Parm.* An openly peaceful Objectionist but they're secretly working as a paid informant for the Outfit.

SANCTUARY ENTRANCE
Empty fountain with sculptures of many winged creatures. Opens to underground sanctuary for folks on the run.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Artist Supplies
3	Art Instructor
4	Artist (Painting)
5	Artist (Sculptural)
6	Artist (Performative)
7	Artist (Experimental)
8	Journalist / Critic
9	Entertainment
10	Hospitality

D6 SECRET ORG.	
1	The Outfit
2	Olive Knights
3	Zuminati
4	OZUltra
5	Objectionists
6	Objectionists

G7 Gugu Park

This community park and natural area boasts trails around groves, green spaces, and a small lake at the edge of the forest.

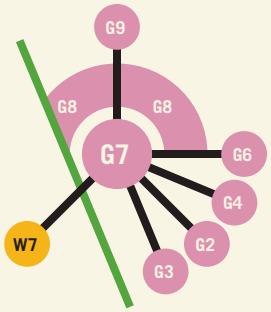


Welcome to Gugu Park! Gugu, respected philanthropist, conversationalist, and leopard, wanted the park to highlight the importance of preserving Oz's natural spaces. The trails and lake are maintained for public and wildlife safety, but there's no landscaping or gardening beyond that. Everything else is as cared for by nature.

For many, this is the closest they'll ever get to going beyond the bustling energy of Oz's urban neighborhoods. It offers both the untamed landscape of the outer regions and the safety and security of regular ranger patrols. It's the best of both worlds.

SECRETS

- Nome invasion
- Wheeler gangs
- Seedling outbreak



WHAT'S NEARBY

G2 **North Watch** pg. 82

G3 **Pumperdink Plaza** pg. 84

G4 **Loonville** pg. 86

G6 **Feathertown** pg. 90

G8 **Forest of Winged Monkeys** pg. 94

G9 **Amethyst Tower** pg. 98

W7 **Repository** pg. 158

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, paths start to twist and rewrite themselves, wooden stakes fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, path repair, tree trimming, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (hiking gear, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Cottabuses
4	1D8+2 Winged Monkeys
5	1D6+2 Nomes
6	1D8+2 Nomes
7	1D12 Seedlings (Small)
8	1D6 Seedlings (Large)
9	1D6+2 Wheelers
10	1D8+2 Wheelers
11	Choggenmugger
12	Dragonette

D12 NPC	
1	1D6 Doughans / Fuddles
2	1D6 Utensians
3	1D6 Bunnyfolk
4	1D6 Thists
5	1D6 Loons
6	1D6 Clockwork Denizens
7	1D6 Wogglebugs
8	1 Human + Thist
9	1 Human + Bunnyfolk
10	1 Human + Loon
11	1D6 Humans
12	1D8 Humans

G7 Gugu Park

FIRST IMPRESSIONS

- Well-maintained trails and paths
- Open green spaces mixed with small water features and thickets
- Wooden navigational signs

NAMES

Shelton, Mesa Verde, Lumpini, Hike, Katmai, Guell, Carisbad, Hyde Lassen, Puisto, Teton, Jachwi, Old Smokey, Towpath, Condor, Remi Umpqua

NAVIGATION

TRAILS SIGNPOST
Fifteen feet tall. Signs point in all different directions. Each trail color coded and named after a different type of animal.

ELDER STATUES
The Councilors and Gugu. Stone and covered in moss. Unicorn, bear, and ape surround Gugu the Leopard, founder of the park.

LOOKOUT POINT
Hill slopes up to look over the park and the northern forest. Clear view of the Emerald Citadel and the Amethyst Tower.

LAKE AT THE EDGE OF THE FOREST
Crystal clear. Regular haunt of Winged Monkeys. Some say secrets float up with the bubbles.

EVENTS

HIKING
Dozens of trails. Quieter in the mornings but you run the risk of being the first to discover any debauchery from the night before.

ECO TOURS
Learn about creature habitats and the effects of invasive species, and discuss the various flora and natural formations of Oz. Educational and entertaining!

PARK CLEAN-UP DAYS
Walk the trails, fields, and around the lake cleaning up debris and lost objects. Repeatedly request that any valuables found be reported to the park rangers.

STAGE PERFORMANCES
Theater in the Park. Classic performances by students and professionals alike. Comedies during the day and tragedies after sundown.

WORLDLINGS

TRAIL INSPECTOR
Thist. *Bindweed.* Walks the trails daily and typically the first to notice anything suspicious. Sheepish and startles easily.

RUNNERS
Humans. *Xiàng Yòu* & *Xiàng Zu.* Love jogging the trails and wear vibrant colors to keep safe. Bubbly but oblivious.

PARK RANGER
Human. *Grizzly Gene.* Loathes littering and disobeying the rules. Intimidating presence but cares deeply for animal welfare.

TOUR GUIDE
Wogglebug. *Phasma Dea.* Can identify the creature behind most tracks, habitats, and scents. Loves to learn. Objectionist.

SECRETS

HIDDEN CLUBHOUSE
Structure built into the hill. Most don't know about the tunnel accessible through the hatch under the stone table located inside. Currently inaccessible due to Wheelers.

JACKDAW TREASURE HOARD
Full of valuables and shiny objects stolen from hikers and park-goers by Jackdaws. Hard to find up in the trees, but the sound of treasure carries through the wind.

INDEBTED RANGER
Loon. *Michinoku.* Not sure what attacked him, but he was saved by a cloaked figure. Desperately wants to find them and thank them. All he has to go on was the green cloak and their cinnamon charcoal perfume.

SKELETON TRIO AT THE BOTTOM OF THE LAKE
All look human and weighed down with rocks. Valuables and weapons down there as well. Strange symbols carved on the hand bones and inside of the skull. They faintly glow.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

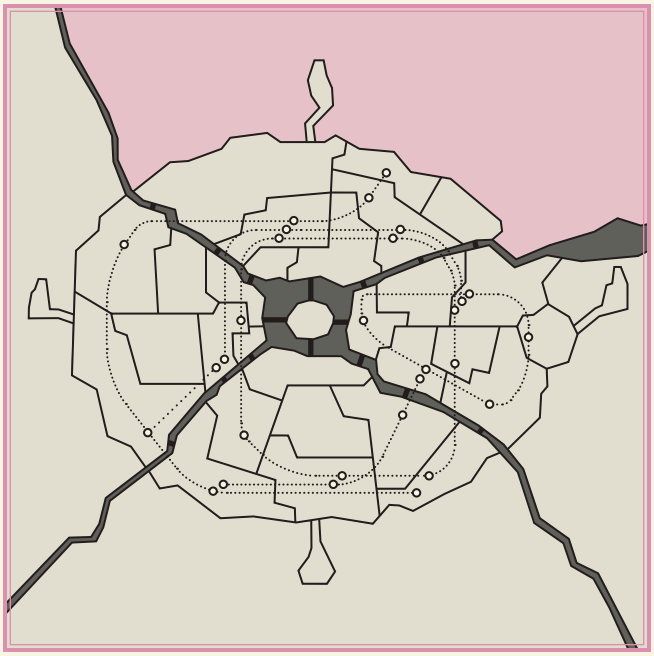
D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance (Greenery)
2	Maintenance (Rockery)
3	Maintenance (Paths)
4	Mechanic
5	Pest Control
6	Safety Inspection
7	Tourism / Education
8	Park Ranger
9	Park Ranger
10	Research and Development

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

G8 Forest of Winged Monkeys

This dense and tropical forest is littered with stone ruins that many creatures call home, including Winged Monkeys and Dragons.

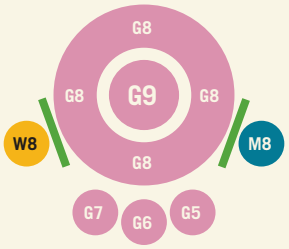


The forest is so dense with vegetation that it could qualify as a jungle. Crisscrossing vines and knotting plants are both a common sight and a hint at the complexity of the area. Flora quickly grows over paths, and so navigation can be difficult for even the most experienced survivalist. Tour guides rarely venture very deep, yet they still run the risk of getting lost for a number of days.

Underneath the dense network of trees and ruins is an equally dense maze of tunnels; this is the home of the Dragons and Dragonettes. Middlings that prefer the darkness thrive in the underground caverns and know little of those that live in Oz. The Dragons and Middlings cohabit peacefully and prefer it to the raucous of urban life.

SECRETS

- Ruins used by many organizations
- Objectionist meeting site



WHAT'S NEARBY

G5 **Great Library Ruins** pg. 88

G6 **Feathertown** pg. 90

G7 **Gugu Park** pg. 92

G9 **Amethyst Tower** pg. 98

M8 **Munchkin Mountains** pg. 116

W8 **The Great Farmlands** pg. 160

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-15	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
16-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, objects turn banana yellow, tropical flower petals fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, temperature drop, etc.)
2	Rural danger (earthquake, earth cracks open, mudslide, etc.)
3	Area cordoned off and access is denied (land survey, opening into Dragon tunnels, construction in progress, crime scene, etc.)
4	Abandoned supplies (camping, archeology, cartography, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (golden cup, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D6 Cottabuses
4	2D6 Kalidahs / Gump
5	2D6 Wheelers
6	1D6 Winged Monkeys
7	1D12 Winged Monkeys
8	2D12 Winged Monkeys
9	1D4+2 Nomes
10	1D6 Phanfasms
11	1D4 Dragonettes / Choggenmugger
12	1D6 Mist Maidens / Rak

D12 NPC	
1	1D6 Doughans / Fuddles
2	1D6 Utensians / Bunnyfolk
3	1D6 Thists
4	1D6 Loons
5	1D6 Humans
6	1D6 Clockwork Denizens
7	1D6 Wogglebugs
8	1 Human + Clockwork Denizen
9	1 Middling + Human
10	1D6 Middlings
11	1D6 Middlings
12	1D8 Middlings

G8 Forest of Winged Monkeys

FIRST IMPRESSIONS

- Warm, humid, and dense with bugs
- Ample foliage and hanging moss
- Dark from the forest canopy
- A constant sense of being watched

NAMES

Sieg, Morton, Chim, Trail Livingstone, Barth, Regal Lou, Cocoa, Bingo, Tanner, Marcel, Inquisitive Indy, Grapes, Pipsqueak, Zaius, Percy Faucet

AREAS

0. EDGE OF THE FOREST
The Yellow Brick Road stands in contrast to the dull stone and green growth of the ruins. Fragments of buildings and civilization fight to stay above the forest floor.

1. WEB OF VINES
Vines crisscross above and hang down like a ropes course. Exposed roots and drooping branches make for endlessly climbable terrain.

2. TINY STATUES
Covered in moss. Cat-sized statues carved from stone. Most features lost but look to resemble monkeys and lizards. Some are hollow.

3. SHRINE OF OFFERING
Great stone dome covered in plants. Inside is a gold monkey statue with cupped hands. Fruit rinds and even a few jewels around. Stinks of bad luck and danger.

4. CRUMBLING PILLARS
Dozens of stone pillars covered in ivy. Some look ready to collapse.

5. TREE HOUSE
One large room with thatched roof and rope ladder. Spikes everywhere. Possibly abandoned or the resident is hiding.

6. WATERING HOLE
Freshwater pond flows to a number of streams. Lots of tracks and signs of life nearby.

7. MOMBI'S FARM
Once the home of Mombi and prison of Ozma (then known as Tip). Crops are overgrown. Bones of animals everywhere.
See pg. 96 for map

8. LAZY RIVER
Narrow river with dense canopy overhead. Branches and logs casually float downstream.

9. TUNNEL ENTRANCE
Cracks in the ground lead to the unnavigable tunnels where Dragons and Middlings thrive. Dangerous.

10. VALLEY OF MIST
Home of the Mist Maidens. Fog and mist obscure all defining features and fill the mind with visions.

11. CLEARING RUNWAY
Well-maintained stretch of forest cleared so young Winged Monkeys can practice flying.

12. FRUIT GROVE
The smell of fresh fruit is overwhelming. Mostly mangoes, bananas, and dragon fruit. Protected by the Winged Monkeys.

13. DIAMOND PALACE
Home of the only true duck in Oz. The palace supplies its owner with anything they need (food, comfort, security, entertainment, etc.)
See pg. 97 for map

14. ABANDONED RIVERBOAT
Landlocked and raised 5′ off the ground by plants. Supplies and gear still inside. No signs of life.

15. MUDSLIDES
Mist falls on the uneven ground. Slippery and dangerous or fun and silly, depending on your disposition. Common Winged Monkey playground.

16. WATERFALL
Impressive in both height and width. Very loud. Drinkable water flows downstream. Tunnel opening hidden behind the deluge.

17. UNKNOWN RUINS
Their purpose has been eroded with time. Stone structures carved with intricate patterns. Access to underground tunnels. Some spiked pits and dart traps still functioning.

18. BONE GRAVEYARD
Charred trees ring a pit of bones. Some hide things here. At night the skulls sing muffled stories.

19. SHRINE OF OFFERING
Three domes each house three monkey statues. Full of riches and fruit rinds. Good fortune comes to those that leave an offering.

20. MONKEY TEMPLE
Stone structures built into giant trees. Both intricately carved. Underground tunnels and rope bridges in the air.

Beyond the Temple lies the Yellow Brick Wall and Deadly Desert.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Guide (Spiritual)
2	Guide (Tourism)
3	Biology / Botany
4	Logging
5	Archaeology / Historian
6	Cartography
7	Survival / Camping
8	Climbing / Exploring
9	Hunting
10	Looting

D6 SECRET ORG.	
1	Olive Knights
2	OZUltra
3	Zuminati
4	Objectionists
5	Objectionists
6	Objectionists

MOMBI'S FARM

Mombi's farm was an impressive sight until her farmhand, Tip (secretly Ozma), escaped. After years of neglect and mismanagement, the farm is barely visible under the overgrown crops and towering weeds. There are lots of interesting fruits, vegetables, and herbs available, but navigating the vegetation is the first hurdle.

GENERAL

- Surrounded by dense forest and eyes watch from the shadows
- None of the crops will grow elsewhere in Oz
- Smells like a tea shop

A. SOUTHERN FIELDS
- Lavender for calming and sleep
- Mugwort for divination or put in shoes to fight fatigue
- Root of burdock used for defensive magic (chewed but not eaten) or offensive magic (eaten but not chewed)

B. WESTERN FIELDS
- Witch herbs (unnamed, and their uses and effects have never been documented)
- Pumpkin and squash patch
- Snap peas that make a harmless bang when thrown at hard surfaces

C. CENTRAL FIELDS
- Mundane mix of fruits and vegetables (carrots and turnips, raspberries and strawberries, etc.)

D. SAGE FIELDS
- Wards against bad luck when used as kindling
- Offers good luck in tea
- Enhances existing benefits if eaten

E. GRAIN FIELDS
- Rows alternate between wheat, corn, and hungry grass (causes insatiable hunger for 12 hours)

F. BARN
- Faded red paint
- Empty hayloft
- Full of old farm tools

G. FARMHOUSE
- Kitchen, living room, and bedroom
- Lots of secret nooks that hide ineffective talismans and charms
- Pot on the stove has an abandoned (but still useful) potion of petrification

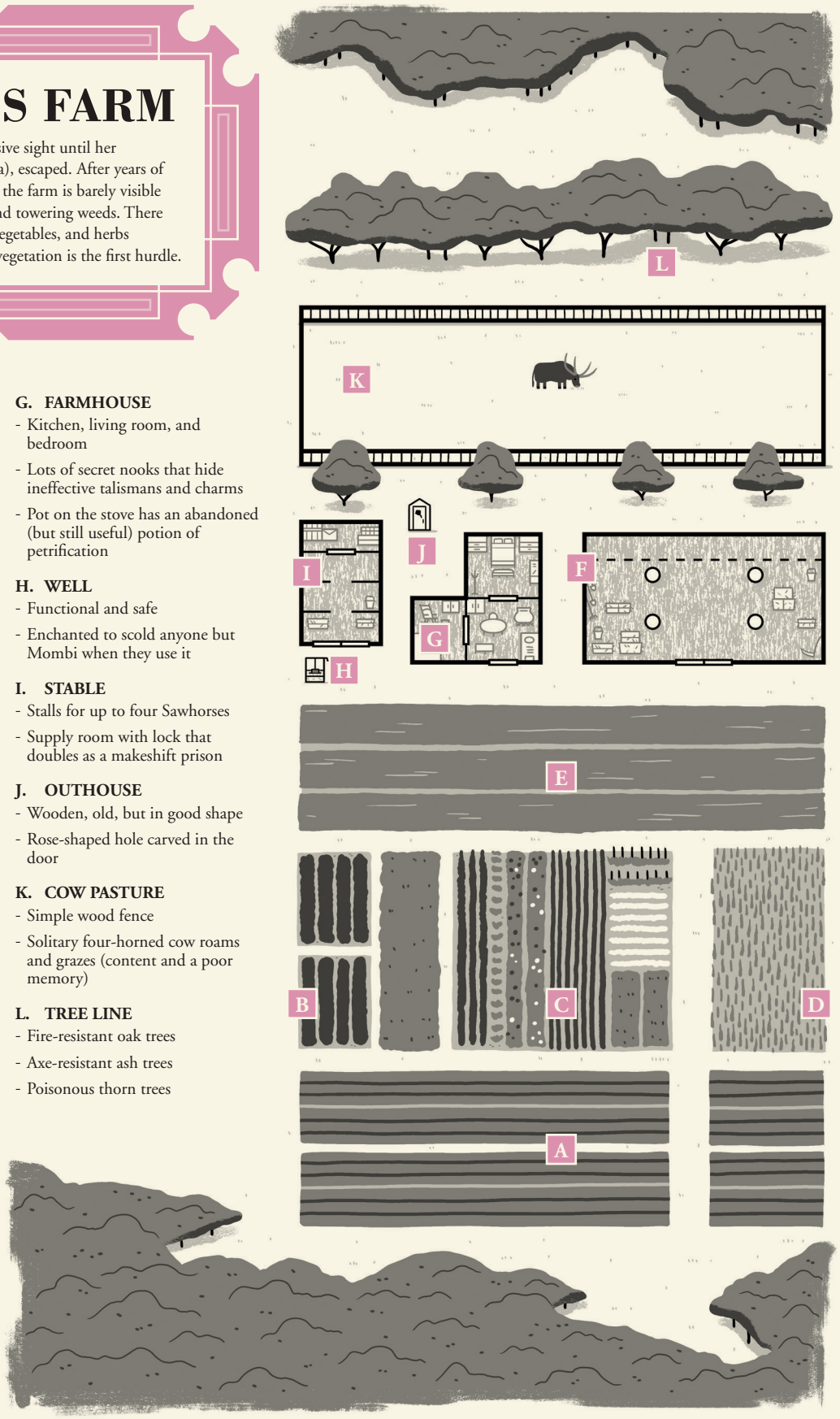
H. WELL
- Functional and safe
- Enchanted to scold anyone but Mombi when they use it

I. STABLE
- Stalls for up to four Sawhorses
- Supply room with lock that doubles as a makeshift prison

J. OUTHOUSE
- Wooden, old, but in good shape
- Rose-shaped hole carved in the door

K. COW PASTURE
- Simple wood fence
- Solitary four-horned cow roams and grazes (content and a poor memory)

L. TREE LINE
- Fire-resistant oak trees
- Axe-resistant ash trees
- Poisonous thorn trees



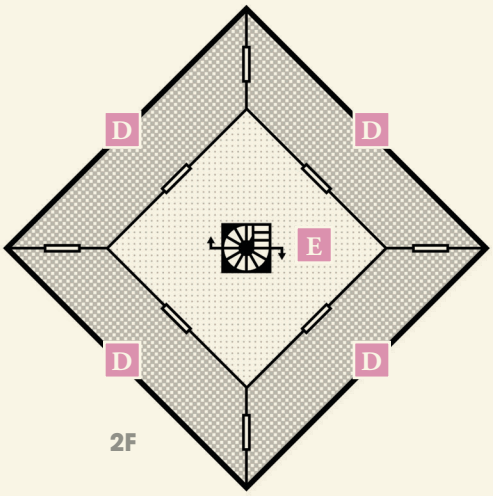
DIAMOND PALACE

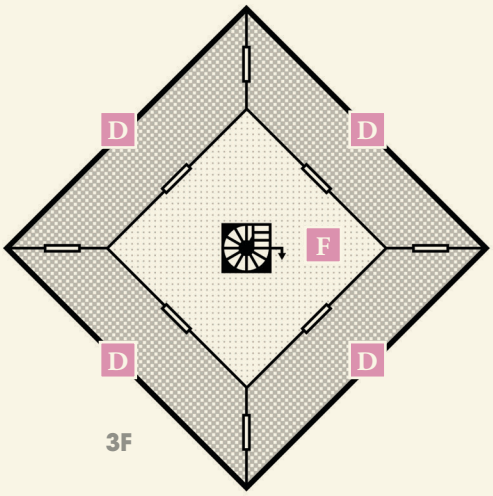
Home of Lonesome Duck, the only duck in Oz. The Diamond Palace provides anything its residents may need, from a warm shelter to a battle arena and everything in between. The Palace requires one of the owners to be present at all times, and because Lonesome Duck is the only owner, they cannot leave. The duck is happy in their home but would prefer to share such a wonderful treasure with others. Maybe even a partner.

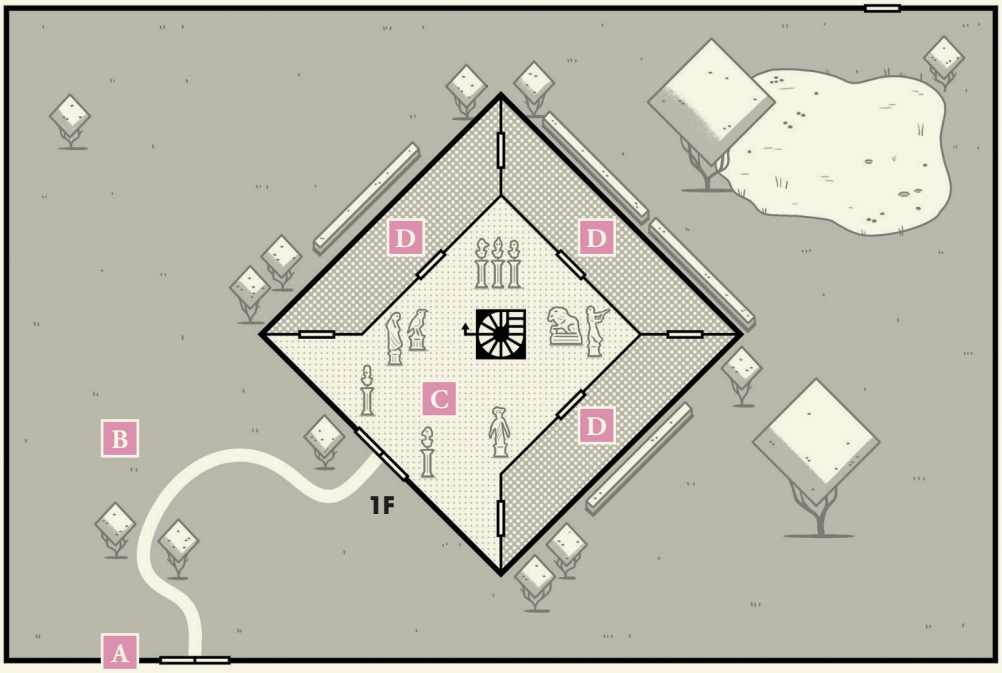
GENERAL

- Staffed by animated suits of armor that cannot leave the Palace grounds
- One homeowner must be present at all times
- The Palace cannot harm its owner(s) and will do everything in its power to protect them
- Radium objects cannot enter the Palace









A. OUTER WALL & PALACE GROUNDS

- Crystal clear diamonds
- Self-repairing, and any fragments taken beyond the property turns to glass dust

B. GARDEN

- Manicured grass extends to the outer wall
- Topiary trimmed into diamonds
- Duck pond in the back

C. ENTRANCE

- Portraits of laughing crowds and social events
- Statues of friends and acquaintances
- Corkscrew staircase in middle

D. MUTABLE ROOMS

- Always three doors and can't include additional rooms
- Can change to whatever the Palace owner wants before they open the door
- No one can be inside and doors must be closed for change to be possible
- Contents cannot leave the grounds but can move between rooms
- Nourishment, healing, injury extends beyond the Palace grounds
- Trying to manifest knowledge or wisdom can have dangerous consequences

E. SECOND FLOOR

- Landing leads to four mutable rooms (see **D**)
- Paintings of other ducks

F. THIRD FLOOR

- Landing leads to four mutable rooms (see **D**)
- Paintings of Lonesome Duck in group settings

G9 Amethyst Tower

This crooked tower covered in creeping flora stands apart from the forest canopy like the last finger on a monkey's paw.

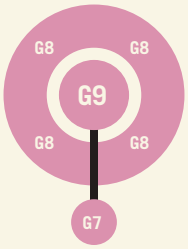


The Amethyst Tower is as hidden as a structure of purple stone can hope to be. Sure, the Yellow Brick Road leads here directly from Gugu Park (G7), but the forest is so dense that there's no fanfare or view from a distance to build anticipation. The Tower isn't there, and then suddenly it is. The overgrown vegetation can make it easy to miss if traveling by any means other than the road. It's almost like the Tower wants to be left alone.

It's everything Locasta, the most famous and longest-running Warden of the North, would want. The isolation and solitude are perfect for perusing the various nooks and crannies of the Tower's odd collections. And that's absolutely what the Tower has to offer: peculiar acquisitions and oddities hidden away from the rest of Oz.

SECRETS

- Many magical objects stored away and protected here



WHAT'S NEARBY

G7 **Gugu Park** pg. 92

G8 **Forest of Winged Monkeys** pg. 94

FIRST IMPRESSIONS

- Soaring tower bent at odd angles
- Amethyst structure covered in moss and creeping vines
- Birds and winged creatures nearby

A. OUTER WALL
- Repels anyone not approaching the Tower by the Yellow Brick Road
- Nearly invisible under vegetation
- Wall is 30′ tall and 10′ thick
- Gatehouses to the south with a bell to summon attendant
- Complimentary purple glass spectacles provided when granted permission to enter

B. ENTRANCE HALL
- Old wardrobes painted like fortune-teller machines
- Suits of armor and carved wooden statues everywhere

C. GRAND HALL
- Mosaic of space with planets and stars on the floor
- Clocks around the perimeter that keep perfect time

D. GALLERY
- Works collected by various Gillikin artists
- Gramophone always playing

E. MUSEUM
- Mundane objects from bygone eras of both Oz and elsewhere
- Information is obscure but useless

F. CURIOSITY ROOMS
- Narrow and lined with shelves
- Covered in various oddities and curiosities (many subtly magical)
- Themes include:
  - Jars with segments of creatures
  - Wooden, paper, and tin masks
  - Skulls, bones, and complete skeletons
  - Documented mutations (plants, animals, people, etc.)
  - Glass plates
  - Carved busts
  - Insect and fish dioramas
  - Cages and containers
  - Lewd paintings and etchings
  - Swords, daggers, and clubs

G. KITCHEN
- Brightest room in the Tower
- Bones left in this room for more than 8 hours start to rattle messages

H. STAFF QUARTERS
- Rooms with beds and desks
- Separate lounge

I. OFFICES
- Small and full of Gillikin-related business
- Desk, filing cabinet, simple safe

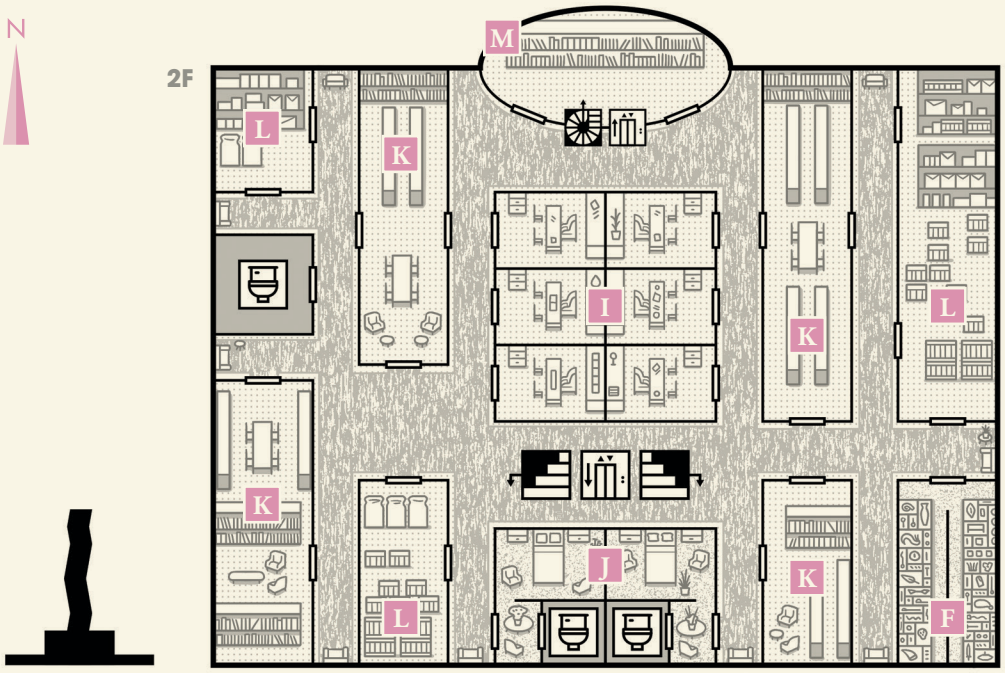
J. GUEST CHAMBERS
- Each chamber has bedroom, sitting room, and lavatory
- Bedrooms do not require purple glass spectacles

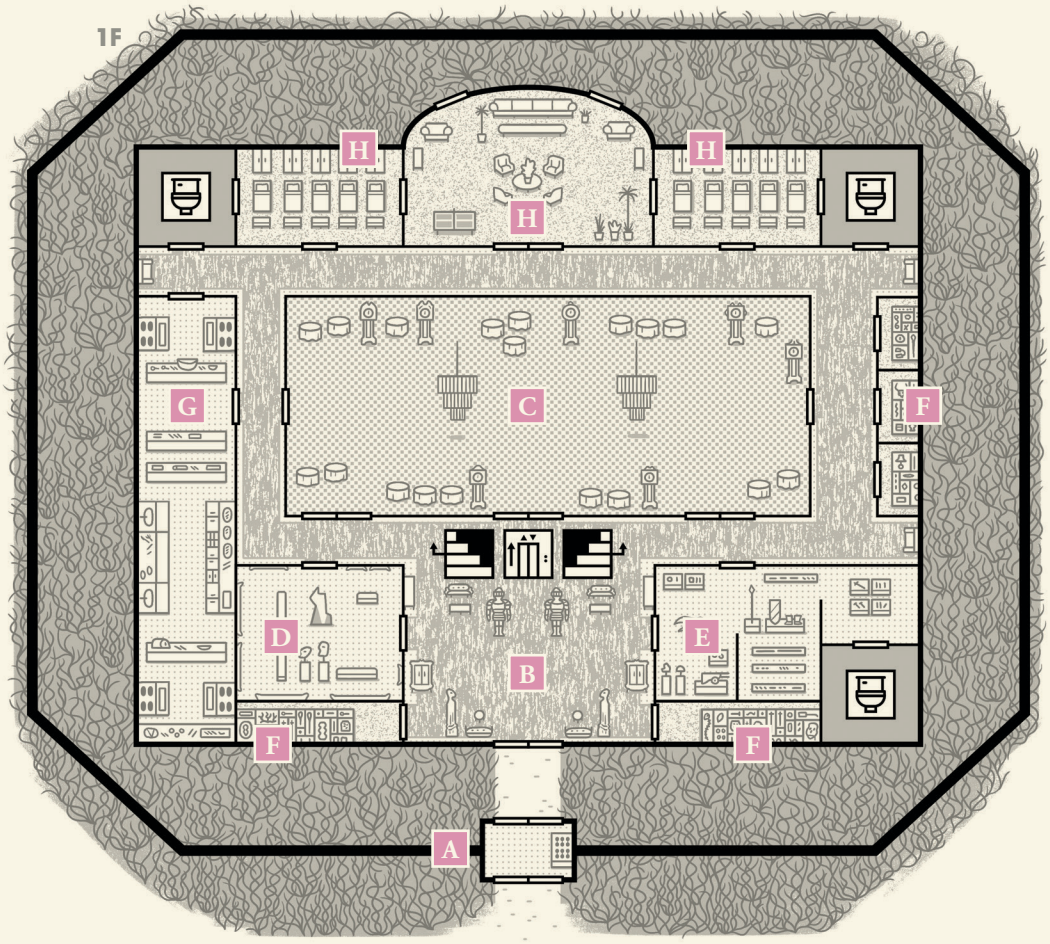
K. LIBRARIES
- Each one has a different theme (Oz flora, Oz fauna, history, etc.)

L. STORAGE
- Food and linens and such
- Empty jars and forgotten oddities
- Furniture draped in old sheets

M. THE WARDEN'S TOWER
- **2F, 3F**: Library and archives
- **4F**: Meeting/dining room
- **5F**: Observation room with access to outdoor roost
- **6F**: Warden's quarters (small but lavish bedroom, sitting room, and lavatory)
- **7F**: Attic (only accessible from Warden's sitting room, secret storage under the floorboards and in the walls)
- **8F**: Secret attic (requires a key made of bone to unlock the first lock and the second lock is a combination set by the Warden)
- **9F**: Rooftop terrace, covered in plants and exotic trees (winged and flying creatures recover health while spending time here)

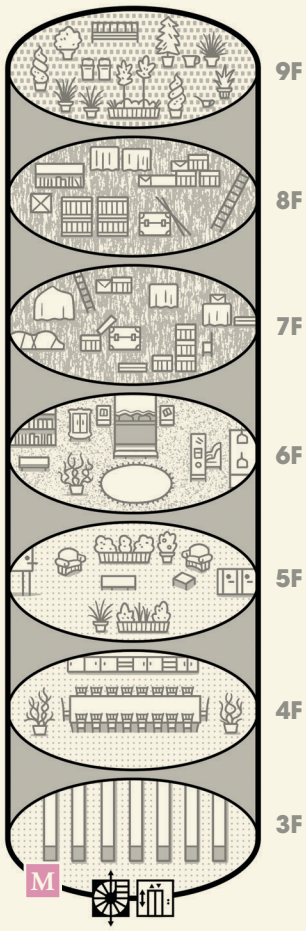
G9 Amethyst Tower





GENERAL

- Like a poorly maintained curiosity shop
- Narrow hallways and doors with old creaky floors and hinges
- Dusty with dim lighting



THE TOWER

- The Warden is likely to grant an audience to those with TOTO: 6 in at least one area of Gillikin or TOTO: 3 in three G areas
- Permanent blindness from the amethyst architecture occurs after 3D6 minutes of exposure unless wearing purple glass spectacles

M Underground (M Line)

The publicly funded artwork prominently featured throughout this line makes the stations feel like underground galleries.

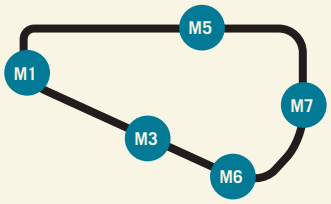


Everything about this line, from the vast murals on the station walls to the intricate vandalism yet to be cleansed from the passenger car doors, screams artistry. While critics and commuters may prefer one art form over the other, all agree that no other line is as cultured or experimental.

Many artists, be they student or professional, see a feature on one of the cars or in one of the stations as a marker of success. Many poets, sculptors, and painters claim their success began after their work was showcased here.

SECRETS

- Abandoned tunnel expansion used for illegal events and unobserved movement



STOPS (LOOP)

M1 **Judicial Quarter** pg. 102

M5 **Wogglebug University** pg. 110

M7 **Hyup** pg. 114

M6 **Fine Fettle** pg. 112

M3 **Bricks** pg. 106

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, everyone in the car starts floating, all hats rearrange on different heads, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature drop or rise, flooding, etc.)
2	Transit danger (lights go out, tunnel collapse, creature attack, robbery, fire, etc.)
3	Construction delay (tunnel work, track repair, faulty car, etc.)
4	Crowd (busker, public brawl, celebration, etc.)
5	Merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of tickets, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals
2	2D4 Animals
3	1D8 Chiss
4	2 Nomes
5	1D4 Nomes
6	1D4+2 Nomes
7	2D6+2 Nomes
8	2D8+2 Nomes
9	2 Phanfasms (1 Small + 1 Large)
10	1D4 Phanfasms (Small)
11	Rattlesnake (Giant)
12	Choggenmugger

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

UNDERGROUND TICKETS

- 30 minutes travel time between stops
- 1 GP per stop including 1 transfer

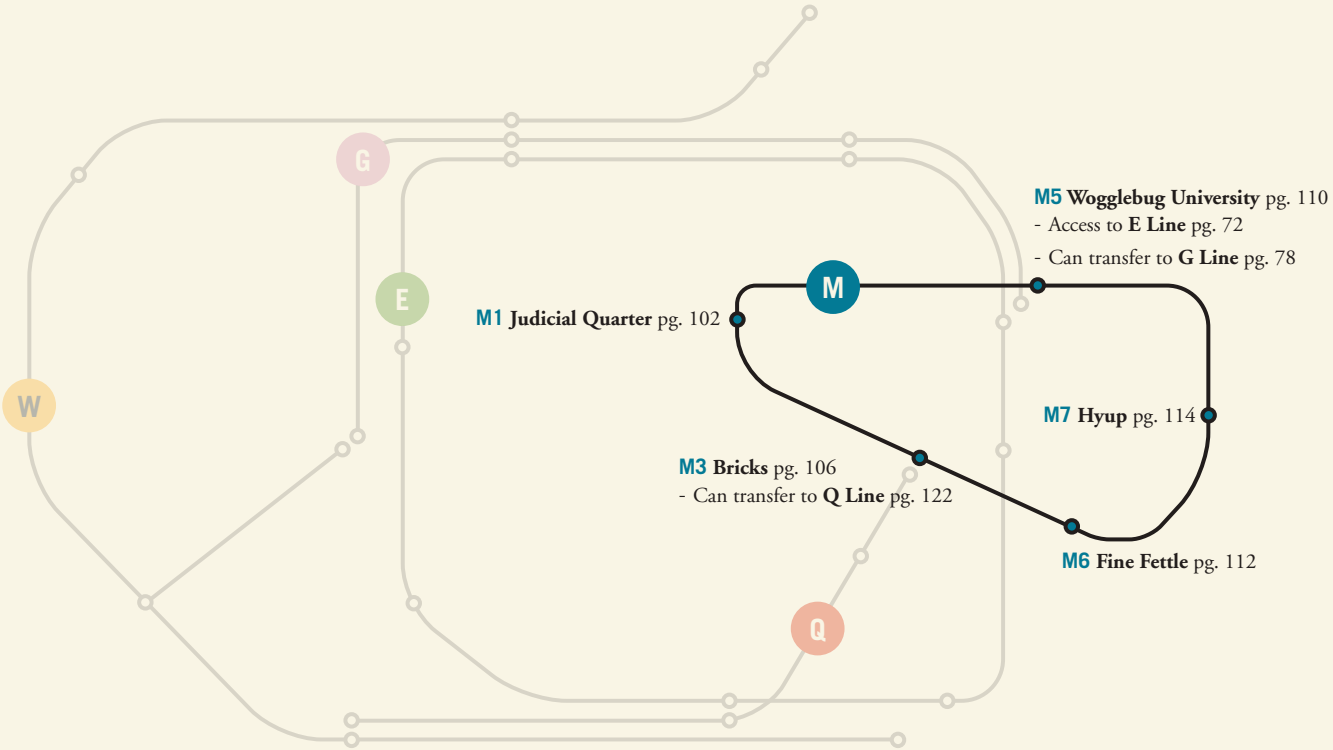
M Underground (M Line)

FIRST IMPRESSIONS

- Stations full of artwork installations
- Cars feature poetry and short stories
- Very clean
- Vandalism is often elaborate artwork

NAMES

Morag, Willem Champ, Temple, Frollo, Mari Cassette, Henri, Bader, Jeffries, Yayoi, Alister, Hammer, Bona Dea, Rosie Vigoda, Derr, Febris



D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Student
3	Professor
4	Banking
5	Law
6	Administration
7	Journalism
8	Archivist
9	Healer
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

M1 Judicial Quarter

Most legal cases, be they high-profile or small claims, find their way to the part of Oz most dedicated to enacting the law.

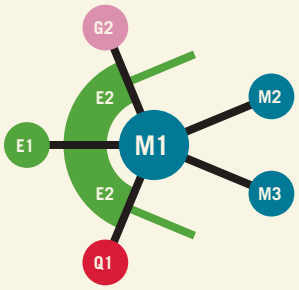


Legal matters tend to be polarizing experiences. Buying a home or signing marriage certificates can be exciting, but the paperwork and formality of it all can feel as stressful as a criminal trial. There's an ever-present cloud of tension that looms over the Judicial Quarter.

This sort of windup demands a release, and that's why much of the area changes after business hours. When the courthouse closes, the taverns flourish. It's a common sight to see a judge and the suspect they released sitting in a pub with the same hot meal and cold drink in hand. The varied lives of Oz bump up against each other, and every so often the glimmers of similarity outshine the differences.

SECRETS

- Olive Knight headquarters
- Gargoyle invasion



WHAT'S NEARBY

E1 **Emerald Citadel** pg. 74

E2 **Lake Quad** pg. 76

G2 **North Watch** pg. 82

M2 **The Archives** pg. 104

M3 **Bricks** pg. 106

Q1 **Garden of Wild Beasts** pg. 124

M M LINE PG. 100

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, powdered wigs suddenly appear on everyone in the area, leaflets saying "guilty" fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (unpaid ticket, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Chiss
4	1D4 Goozzle-Goblins
5	1D4 Awgwas
6	2 Gargoyles
7	1D4 Gargoyles
8	1D6+2 Gargoyles
9	1D12+2 Gargoyles
10	12 Gargoyles
11	Rattlesnake (Giant)
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons / Thists
2	1D6 Doughans / Fuddles
3	1D6 Utensians / Bunnyfolk
4	1D6 Cuttenclips
5	1D6 Middlings
6	1D6 Clockwork Denizens
7	1D6 Wogglebugs
8	1 Human + Cuttenclip
9	1 Human + Wogglebug
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

M1 Judicial Quarter

FIRST IMPRESSIONS

- Large government buildings with columns and statues
- Extra Watcherfolk presence
- Mixture of confidence and anxiety

NAMES

Laleh, Marshall Thumb, Cicero, Honos, Themis, Varuna, Lawton, Nima, Pei, Marble Woodrow, Eunomia, Pendleton, Forseti, Leptines, Zadok

NAVIGATION

COURTHOUSE
The largest square imaginable. Full of marble columns, flags, and statues of important scholars.

PUBLIC FOUNTAIN
Ozma the Just. Tiered fountain with large marble statue of Ozma reading at the center. Sometimes used for public events.

LAW FIRM
John Dough & Associates. All gingerbread Doughans. Book-smart but not street savvy.

TAVERN
The Dotted Line. Where many judges, lawyers, and those found not guilty wind up after a long day. Pin board where null contracts are tacked.

EVENTS

PUBLIC WEDDINGS
Open to everyone and celebrated by all! Not as big or glamorous as the ones that happen in Fine Fettle (M6), with more focus on the participants.

MUSEUM OF CRIME
Small but entertaining. Full of blunders and over-the-top crimes (fleeing into a Watcherfolk building, burning the wrong cart, signing the ransom notes, etc.)

AUCTIONS & APPRAISING
The wealthy spend frivolously and many bring antiques with the hopes of discovering valuable treasure.

ALLEY GAMBLING
Shell games, dice, sliding pennies, etc. Lawyers and judges are known to participate as well.

WORLDLINGS

NEWS JOURNALIST
Human. *Merrick.* Works for *The Daily Gozette* in The Archives (M2) covering major trials and legal cases. Lifelong Objectionist.

JAILER
Human. *Tollydiggle.* Friendly but stern. Sews beautiful needlework and wants better supplies from Pumperdink Plaza (G3).

REFORMED INVESTIGATOR
Human. *Realbad.* Once the head of a band of criminals, now works with lawyers and the Olive Knights to help solve crimes.

CONFUSED CLERK
Thist. *Shargle Marsh.* Records keep getting stolen from the law office where she works but no one reports it. They're concerned.

SECRETS

WOOD PANELING THEFT
Gargoyles are stealing the wood from municipal building interiors at night. No one knows how they're getting in or why they're targeting this particular wood.

BLACKMAILED JUDGE
Utensian (Sifter). *Judge Sifter.* Blackmailed into siphoning funds into a bank account in Little Utensia (Q2).

OLIVE KNIGHT ILLNESS
Bunnyfolk. *Rytsar.* Olive Knight Injured by a Phanfasm but can't seem to recover. None of the other Knights know what to do. She continues to get worse and can't recall many details.

OLIVE KNIGHT CEREMONIAL HALL
Nondescript building that's used for all manner of Olive Knight ceremonies. Heavily guarded by plain-clothes Knights.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Food Cart
2	Maintenance
3	Security
4	Security
5	Reporting
6	Administration
7	Counseling
8	Lawyer
9	Judge
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	The Outfit
2	The Outfit
3	Olive Knights
4	Olive Knights
5	Olive Knights
6	Olive Knights

M2 The Archives

All news, be it current or long passed, is recorded and treasured by the community dedicated to chronicling Oz.

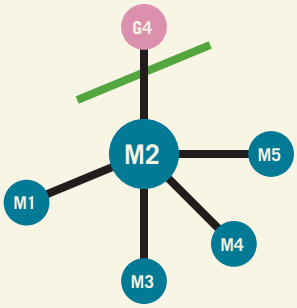


No detail is too small in The Archives. When it comes to reporting, filling in a missing detail can make the difference between front-page news and something buried between corrections and obituaries. When it comes to recording history, knowing obscure facts could be what helps identify an object's origin or confirms its authenticity. It's this attention to detail that brings the community together.

Sure, there are fliers that spread gossip and misinformation, but that only reassures readers that what's printed in the news or displayed in the museum is authentic. If the neighborhood had a motto, it would be "Trust, But Verify."

SECRETS

- Zuminati presence
- OZUltra research site



WHAT'S NEARBY

G4 **Loonville** pg. 86

M1 **Judicial Quarter** pg. 102

M3 **Bricks** pg. 106

M4 **East Munchkin (EMU)** pg. 108

M5 **Wogglebug University** pg. 110

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, all books in the area rapidly open and flip through pages, jars of ink fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (spell scroll, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D6 Orks
5	1D8 Chiss
6	1D4 Goozzle-Goblins
7	1D4 Awgwas
8	1D4 Gumps
9	1D4 Li-Mon-Eags
10	1D4 Kalidahs
11	1D4 Phanfasms
12	1D6 Phanfasms

D12 NPC	
1	1D6 Loons / Fuddles
2	1D6 Doughans / Utensians
3	1D6 Clockwork Denizens / Middlings
4	1D6 Thists
5	1D6 Bunnyfolk
6	1D6 Cuttenclips
7	1D6 Humans
8	1D6 Humans
9	1 Wogglebug + Cuttenclip
10	1 Wogglebug + Human
11	1D6 Wogglebugs
12	1D8 Wogglebugs

M2 The Archives

FIRST IMPRESSIONS

- Mix of tall, narrow buildings and large historical structures
- Windows full of books and antiques
- Metal plaques share historical info

NAMES

Getty, Herod Carlyle, Jenkins, Braudel, Hartie, Willa Frick, Met, Beaverbrook, Cross Norton, Ernst Nanip, Remington, Pulitz, Livy, Hume, Khaldun, Nellie

NAVIGATION

LIBRARY
The Archival Public Library. The library claims if there's a book on a topic, they have a copy of it. Some checkouts require clearance but a library card is free.

MUSEUM
The Natural History Museum of Oz. Attractions include dioramas of famous events in Oz, a talking dinosaur skeleton, and rotating collections.

NEWSPAPER BUILDING
The Daily Gozette. Largest newspaper in Oz. Distributes to all four Districts, and it's highly prestigious to be published in it (as a writer, journalist, or artist).

OLDEST BOOK SHOP
Page Turner. Many additions and very niche sections. Private collection of expensive classics and secret stash of illegal books.

EVENTS

PUBLIC READINGS
Authors, poets, and scholars recite from their works and take questions. The more famous they are, the more staff there is for support.

HISTORY WALKS
Some are guided and some are self-directed. Many buildings and landmarks feature plaques detailing their importance (Ozma sat here, oldest tree, etc.)

GALA FUNDRAISERS
Hosted by the local community group. Opulent events to secure funds for the museums and archives.
TOTO: 2+

UNDERGROUND SCHOOLS
Lectures and labs not permitted at Wogglebug University (M5). Some say reckless and dangerous, others say progressive and vital to the growth of Oz.

WORLDLINGS

RENOWNED SCHOLAR
Wogglebug. *Professor Knowitt.* Studies biology and chemistry with an emphasis on non-Ozian creatures. Scattered but enthusiastic.

SILENT HISTORIAN
Human. *Unc Nunkie.* Studies the time before Ozma came to power. Speaks in one-word sentences and can communicate with the Gargoyles using sign language.

PARANOID JOURNALIST
Thist. *Cary Shade.* Works for independent newspaper, *Open Edition*, and has stumbled into a network of occult rituals. Her editor doesn't believe her.

NEWSPAPER BARON
Doughan (Rye Bread). *Randolph Honeyworth.* Owns many small newspapers (*The Oracle, OZ Today, Old Post*) and is a Lower Order member of the Zuminati.

SECRETS

RESEARCHER THIEF
Wogglebug. *Anna Salamander.* Works for The Archival Public Library but uses her access to steal priceless artifacts.

PRISON FOR LIVING ART
Hidden under a restoration studio is a prison where animated or living works of art are kept. Deep underground and barely guarded.

OZULTRA FREELANCER
Human. *Richard McCoy.* Teaches at Wogglebug University (M6) by day but researches new methods for the Project by night. Skittish.

ZUMINATI RITUAL SITE
Second floor of the historic Chopper residence (Tin Woodman's childhood home). Tours happen during the day, but dark deeds happen at night.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Security
2	Artist
3	Cataloging
4	Researching
5	Archiving
6	Historian
7	Journalist
8	Editing (Copy)
9	Editing (News)
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Sages
2	OZUltra
3	OZUltra
4	Zuminati
5	Zuminati
6	Zuminati

M3 Bricks

This hardworking neighborhood takes pride in producing 100 percent of the bricks used for the Yellow Brick Roads and outer walls.

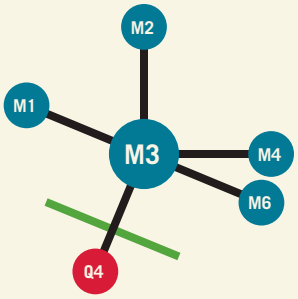


Everything in the area appears to have a layer of dirt on it, including the locals. They work hard and have no time for those who would suggest otherwise. Mining clay from the northern banks and making bricks is a dirty and taxing job. But if it weren't for the community, then the Yellow Brick Roads and outer walls of Oz would soon decay into dust.

Even free time in Bricks is hard work. Mudlarking is a popular activity, and many treasures find their way to the banks and get stuck in the mud for locals to find. Some even make a living off of dedicated scavenging.

SECRETS

- Outfit presence
- Wogglegology presence
- Gargoyle infestation



WHAT'S NEARBY

M1 **Judicial Quarter** pg. 102

M2 **The Archives** pg. 104

M4 **East Munchkin (EMU)** pg. 108

M6 **Fine Fettle** pg. 112

Q4 **The Warren** pg. 130

M M LINE PG. 100

Q Q LINE PG. 122

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, bricks disappear, balls of mud falls from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, flash flood, thunderstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (rubber boots, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D4 Chiss
4	1D4 Goozzle-Goblins
5	1D4 Awgwas
6	2 Gargoyles
7	1D4 Gargoyles
8	1D6+2 Gargoyles
9	1D12+2 Gargoyles
10	12 Gargoyles
11	Rattlesnake (Giant)
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons / Fuddles
2	1D6 Doughans / Utensians
3	1D6 Clockwork Denizens / Middlings
4	1D6 Thists / Bunnyfolk
5	1D6 Wogglebugs
6	1D6 Wogglebugs
7	1D6 Humans
8	1D6 Humans
9	1 Wogglebug + Human
10	1 Middling + Human
11	1D6 Middlings
12	1D8 Middlings

M3 Bricks

FIRST IMPRESSIONS

- Smokestacks bellow soot and smoke
- Brick buildings with small windows line narrow streets, very little greenery
- Building size denotes importance

NAMES

Biscuit, Terra, Growan Gammon, Engobe, Alumina, Ash, Benton, Eden Rivers, Flue, Sherd, Blunger, Lodo, Polmear, Spur, Crock

NAVIGATION

BRICK FACTORY
Butter's Bricks. Oldest and largest brick manufacturer in Oz. Logo is a knife cutting through a yellow brick.

MANSION
Butter Estates. Large property of the Butter family, the oldest and most successful brick makers.

BRICKMAKERS GUILD OFFICE
Open to the public and always accepting new applicants. Trained on the job with modest pay.

ELITE RESTAURANT
The Gold Bar. Wealthy folk dine here. Membership is by invitation only.
TOTO: 4+

EVENTS

MUDLARKING
Monthly event to look through the mud and see what you find. First to touch the item claims it, and fights often break out between dedicated Mudlarkers.

POTTERY STUDIOS
Regular art shows and classes for all skill levels. Learn to throw clay on a wheel, sculpt, paint or glaze bisqueware, and more.

LIVE MUSIC
Musicians not yet successful enough for EMU (M4) perform on the mud banks, in local taverns, and on the streets.

MUD MARKET
Locals buy, sell, and trade rare and sometimes illicit items found while mudlarking. Frequency and location aren't freely shared with outsiders.

WORLDLINGS

MECHANIC
Human. *Gochida.* Can repair most mechanical things and charges a pretty Green Penny for the work.

ACCOUNTANT
Wogglebug. *Leaf.* Most trusted accountant in Bricks and works with all the brick manufacturers. Wants to move.

HONEST BARTENDER
Human. *Luster.* Once a criminal and was punished to bathe in the Truth Pond so they cannot tell a lie but can evade the truth.

GARGOYLE HUNTER
Thist. *Saggar.* Came from Pokes (W3). Looking for Gargoyle nests to destroy. Friendly unless his hunting attempts are thwarted.

SECRETS

MYSTERY KEY
Middling. *Pug.* They found an old set of keys in the mud. Not sure what they're for, but they're made of Radium. Will happily sell them.

HAUNTED APARTMENT
Third floor is cold, and the whole building is covered in constant fog. Kidnapped Mist Maiden trapped and doesn't know how to get home.

WOGGLEGOLOGY TABLET PRODUCTION
Wogglegologists siphon supplies from the sanatoriums in Fine Fettle (M6) to produce their tablets here.

OUTFIT DISPOSAL SITE
The Outfit uses the kilns and dig sites to dispose of incriminating things.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Mining (Clay)
2	Mining (Clay)
3	Sanitation
4	Sanitation
5	Brickmaking
6	Brickmaking
7	Masonry
8	Pottery
9	Hospitality / Entertainment
10	Mudlarking

D6 SECRET ORG.	
1	Wogglegologists
2	Wogglegologists
3	The Outfit
4	The Outfit
5	The Outfit
6	The Outfit

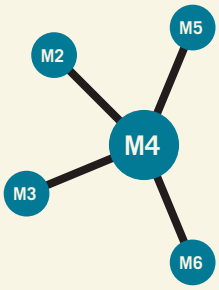
M4 East Munchkin (EMU)

Nothing says fashionable like being seen in East Munchkin (EMU), the center of contemporary art and leisure.



There's no better blend of art and commerce than East Munchkin. All sorts of artists come from across Oz to make it in the art world, and there's no clearer sign of "making it" than to have your work displayed, contract signed, or performance played in EMU. Many businesses commission artists for private work, and scouts tend to have their best luck simply walking through the local galleries.

All the attention means there's more demand than supply. It isn't cheap to live in EMU, and an artist likely needs to be established, or living off of someone else's Penny, to stay here very long. The window to catch a break is so small that many argue the window was never really open at all.



WHAT'S NEARBY

M2 The Archives pg. 104

M3 Bricks pg. 106

M5 Wogglebug University pg. 110

M6 Fine Fettle pg. 112

SECRETS

- Zuminati presence
- Wogglegology presence

E E LINE PG. 72

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, objects permanently change color or pattern, globs of paint fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (velvet top hat, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D6 Orks
5	1D6 Chiss
6	1D4 Goozzle-Goblins
7	1D4 Awgwas
8	1D4 Gumps
9	1D4 Li-Mon-Eags
10	1D4 Kalidahs
11	1D4 Phanfasms
12	1D6 Phanfasms

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

M4 East Munchkin (EMU)

FIRST IMPRESSIONS

- Trendy storefronts and fashion
- Provocative murals and artwork
- Folks conform to the latest form of nonconformity

NAMES

Roy Lick, Elkins, Claudia, Surly, Plutarch, Clio, Bente, Krauss Hatch, Sontag, Iwona Wessel, Filbert, Erato, Griselda, Diderot, Alzena

NAVIGATION

PARK & ENTRANCE
Open Door Park. Giant stone arch and open door lead to a mix of paved ground and gardens. Door is covered in art, and the park is a hotspot for creatives and public events.

GALLERY STREET
Village Street. Most artists strive to have their work in a Village Street gallery. Trendy and always host to art reveals and opening-night events.

WOGGLEGOLOGY CENTER
Open to everyone but mostly frequented by the affluent and influential. Some come simply for a chance to see the rich and powerful, but others stay for the hourly introductions.

BISTRO
The Critical Eye. Popular local spot frequented by both emerging and established artists. Doesn't make a profit. Secretly backed by the Zuminati for laundering funds.

EVENTS

PUBLIC PERFORMANCES
Typically held at *Open Door Park.* Performance art, music, live theater, comedy, etc. All hours of the day.

ART CRAWLS
Monthly. Businesses and individuals sell or display their art to the public. Food and dancing a big part of it as well.

CHESS
Stone boards all around the neighborhood and in the park. Sometimes for money. Green always leads.

NIGHTLIFE
Many rooftop and basement clubs. Often spills out into the streets at all hours. Rarely turns into anything dangerous.

WORLDLINGS

FAMOUS ADVENTURER
Human. *Ojo the Lucky.* Discovered many recipes, including one to undo bad luck and another to reverse petrification. Popular among the locals. Friendly and helpful.

ART CRITICS
Foolish Owl & *Wise Donkey.* She has an eye for surrealism and nonsense; he values the fundamentals and technical prowess. Together they are a formidable and respected duo.

ONE-MAN BAND
Human. *Allegro da Capo* also known as *The Musicker.* Wears a marching band outfit. His breathing and singing sound like a full orchestra of instruments. Loud but good-natured.

WOGGLEGOLOGY RECRUITER
Wogglebug. *Greta Louse.* Finds the artists with the greatest influence and helps them discover their full potential. She's friendly and confident.

SECRETS

ILLEGAL MAGIC PUB
Tankard. Magic is welcome and nurtured here. Regularly gets shut down but keeps opening in new locations.

ANIMATED PHONOGRAPH
Brought to life by the Powder of Life. Can't stop talking or playing music, and fears destruction if found out. Just wants to perform.

WOGGLEGOLOGIST BOUNTY HUNTER
Bunnyfolk. *Tserkov.* Finds those that have fled the Wogglegologists. Aloof yet bold.

ZUMINATI WATCHERFOLK STATION
Most Watcherfolk here are Zuminati or Disinformation Agents. Makes things go away.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Artist Supplies
4	Artist (Painting)
5	Artist (Sculptural)
6	Artist (Performative)
7	Artist (Experimental)
8	Promotions / Patron
9	Journalist / Critic
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Wogglegologists
2	Wogglegologists
3	Zuminati
4	Zuminati
5	Zuminati
6	Zuminati

M5 Wogglebug University

This sprawling campus is a major draw for anyone who wishes to further their academic, artistic, or athletic education.



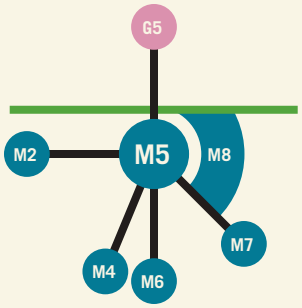
Wogglebug University (WU) grew out of the vision of the founding Wogglebug, Professor H.M. Wogglebug, T.E. Following his guidance, the school strives for perfection in the fields of art, academia, and athletics.

The campus and student housing have expanded in part due to the generous donations of its alumni and Professor Wogglebug himself. No details were spared when renovating and growing the school.

It's a place that welcomes you with open arms and hugs your mind, body, and soul so tight that students may never want to leave.

SECRETS

- Wogglegology headquarters
- Objectionist presence
- Phanfasm infestation



WHAT'S NEARBY

G5 **Great Library Ruins** pg. 88

M2 **The Archives** pg. 104

M4 **East Munchkin (EMU)** pg. 108

M6 **Fine Fettle** pg. 112

M7 **Hyup** pg. 114

M8 **Munchkin Mountains** pg. 116

E E LINE PG. 72 ↗

G G LINE PG. 78 ↘

M M LINE PG. 100 ↘

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, pencils and red pens grow out of a surface, sports balls or art supplies fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of textbooks, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D6 Chiss
4	1D6 Goozzle-Goblins
5	1D4 Awgwas
6	1D4 Gargoyles
7	1D6 Gump
8	1D4 Phanfasms (Small)
9	2 Phanfasms (1 Small + 1 Large)
10	1D4 Phanfasms (Large)
11	4 Phanfasms (Large)
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons / Fuddles
2	1D6 Doughans / Utensians
3	1D6 Clockwork Denizens / Middlings
4	1D6 Thists
5	1D6 Bunnyfolk
6	1D6 Cuttenclips
7	1D6 Humans
8	1D6 Humans
9	1 Wogglebug + Cuttenclip
10	1 Wogglebug + Human
11	1D6 Wogglebugs
12	1D8 Wogglebugs

M5 Wogglebug University

FIRST IMPRESSIONS

- Large, ivy-covered stone buildings
- Well-manicured greenery
- Lots of wayfinding signage
- Students lounging and rushing to class

NAMES

Kagan, Erich Stein, Dulles, Letitia, Glendon, Old Foot, August, Erasmus, Virgil, Weller Styles, Morgan, Cornel, Sebastian Stew, Rosco, Tariq

NAVIGATION

HISTORIC ROTUNDA
The oldest building on campus. Connects to many smaller buildings. High-profile lectures, debates, and events held here.

THE QUAD
Lush and green. Bronze busts of founders, famous alumni, and Ozma dotted around the perimeter. Recreational activities and relaxing at all hours.

GALLERY & GYMNASIUM
Double use. Lots of signage, as it's easy to get lost in. Many locker rooms and small studio spaces. Basement full of old equipment and abandoned artwork.

CAMPUS HOUSING
Dorms flank a street of collegiate houses emblazoned with various ancient letters. Surprisingly clean buildings, lawns, and sidewalks.

EVENTS

ART EXHIBITS
Some are large-scale installations. Others are simply paintings hanging on coffee shop walls. Often paired with meet-the-artist events.

VARSITY GAMES
Crowds include students, alumni, and the general public. Sports of all sorts and at a range of skill levels. High-profile guests sing, throw first pitch, etc.

GUEST LECTURERS
Prominent speakers include coaches, artists, philosophers, motivators, and salespeople. Sometimes a mix of the two. Locations range from student lounges to the Rotunda.

PARTIES
Some are open to anyone and others are invite-only. Most charge for admission to cover supplies. Interhouse shenanigans start here.
TOTO: range from 0–3+

WORLDLINGS

STUDENT BODY PRESIDENT
Human. *Yong*. Knows most students and has connections across the campus. Influential Objectionist.

SIBLING PROFESSORS
Cuttenclips. *Sukie* and *Karol*. History and alchemy. Distant at first but fun when familiar. Both worried they're going to be fired.

PRINT SHOP MANAGER
Wogglebug. *Silid*. They run the print shop that produces campus material and, after hours, Wogglegology pamphlets and books.

GROUNDSKEEPER
Utensian (Sheers). *Edgar*. Very particular and trying to find a prolific graffiti vandal. Creates beautiful topiary. Highly trained with melee weapons.

SECRETS

MISSING FACULTY
Not all connected. Reasons include debts to the Outfit, recruited into the OZUltra program, and Phanfasm attacks.

STUDENT RITUALS
Some are rituals to access arcane power. Others are rites of passage to recruit into the Zuminati, Olive Knights, and Objectionists.

TABLET PRODUCTION SITE
Large underground warehouse with strict security at multiple levels. Recent supply leaked into the campus lake.

WOGGLEGOLOGY VAULT
Accessible through the Dean's office and a number of other secret entrances. Vast riches.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Student (Arts)
2	Student (Athletics)
3	Student (Double Major)
4	Groundskeeping
5	Teacher's Assistant
6	Professor (Arts)
7	Professor (Athletics)
8	Coach / Resident Artist
9	Campus Security
10	Administration

D6 SECRET ORG.	
1	Objectionists
2	Objectionists
3	Wogglegologists
4	Wogglegologists
5	Wogglegologists
6	Wogglegologists

M6 Fine Fettle

For those in need of physical or spiritual betterment, this neighborhood serves as Oz's medical and religious center.

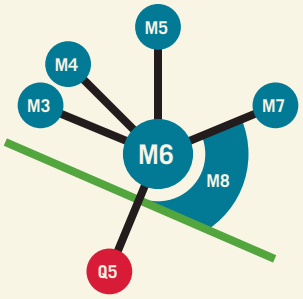


There's an energy to Fine Fettle that can't be found anywhere else in Oz. The Sanatorium looms large on the horizon and acts as a constant reminder of both life and death, health and illness. A crowd might be gathering for a wedding, or it could be a funeral, and that uncertainty takes its toll. Spend enough time here and one can experience the full cycle of life through a complete spectrum of emotions.

Some see it all as natural and wish to make the journey as enjoyable and painless as possible. Others see it as an enemy to combat and, if possible, vanquish. Fight off illness, ward off bad omens, and so on.

SECRETS

- Wogglegology presence
- Phanfasm infestation



WHAT'S NEARBY

M3 Bricks pg. 106

M4 East Munchkin (EMU) pg. 108

M5 Wogglebug University pg. 110

M7 Hyup pg. 114

M8 Munchkin Mountains pg. 116

Q5 Fuddleville pg. 132

M M LINE PG. 100

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, entire area breaks out into sneezing fits, bandages fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (healer's bag, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D6 Chiss
4	1D6 Goozzle-Goblins
5	1D4 Hip-Po-Gy-Rafs
6	1D6 Gump
7	1D6 Kalidahs
8	1D4 Phanfasms (Small)
9	2 Phanfasms (1 Small + 1 Large)
10	1D4 Phanfasms (Large)
11	4 Phanfasms (Large)
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Clockwork Denizens
9	1D6 Wogglebugs
10	1D6 Humans
11	1D6 Humans
12	Roll 2D12 (1 of each)

M6 Fine Fettle

FIRST IMPRESSIONS

- Large buildings clearly marked for both medicine and religion
- Crystals hang from trees and windows
- Folks looking for a way to help others

NAMES

Brigid, Heka Hemlock, Sacrum, Jengu, Namtar, Metrodora, Batra, Rita Cast, Sinew, Taussig, Agnodice, Sophia Kid, Dorotea Salk, Ignaz, Osler

NAVIGATION

HOSPITAL
Oz Sanatorium. Largest of all healing facilities. Many wards dedicated to prominent Ozians. Stone sculpture in the front courtyard of Ozma reading to children.

GRAVEYARD
Lasting Rest Cemetery. Beautiful green space with rolling hills and gardens. Tombstones, crypts, mausoleums, and vaults. Many signs promoting good etiquette.

STORK NURSERIES
Retail store for all baby and children needs. Logo is a stork carrying a shopping bag. Frequently host sales that can lead to dangerous crowds.

WOGGLEGOLOGY CENTER
Open to everyone but mostly frequented by the affluent and influential. Some come simply for a chance to see the rich and powerful, but others stay for the hourly introductions.

EVENTS

HEALTH MARKET
Monthly. Businesses and individuals selling their latest creations. Some vendors have supplies that aren't strictly legal but are available upon request.

WEDDINGS & FUNERALS
While the receptions are often private, the ceremonies are typically made public. Some are small and intimate, others are big and loud.

GHOST WALKS
Tour the area's infamous locations. Haunts include the beheaded doctor, the Fuddle Twin Tattlers, Grandma Scorn, and the Scorched Tomb.

HERB CLEANSING
Individuals offer rituals said to cleanse a person or space of ailments and negativity. Expensive and many fear it borderlines on sorcery.

WORLDLINGS

RENOWNED SURGEON
Human. *Dr. Margolotte Pipt.* Skilled beyond compare. She can sew limbs back on, diagnose poisons and illnesses, etc. Knows Patchwork Girl well.

MOUSE HEALER
Mouse. *Queen of the Field Mice.* Able to cure poisonings from poppies and other wildflowers. Most experienced healer of animals in Oz.

STUBBORN CLERK
Cuttenclip. *Holloway.* Overworked and undervalued. She works in the basements of the Oz Sanatorium and has discovered odd records of note.

FRIENDLY SECURITY
Fuddle. *Loginova.* Small and unassuming but dangerous when necessary. Friendly with most Bunnyfolk. Distrustful of the Wogglegologists.

SECRETS

PHANFASM HUNTER
Human. *Alec.* Pretends to be a scholar wanting to study the creatures. Really wants them all dead. Charming yet cunning.

CRATE OF LIQUIDS
Wooden crate full of straw and vials of strange liquids discovered on the street. No one knows where it came from.

SUMMONING HORN
Phanfasms swarm to the horn. Some assume playing it summons them but really they're drawn to its powerful magic.

WOGGLEGOLOGY SAFE HOUSE
Where Wogglegologists of low levels stay while purging their lives of toxins. Heavily guarded.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Security
2	Healer (Natural)
3	Student (Medicine)
4	Trinkets (Body)
5	Trinkets (Mind)
6	Researcher (Body)
7	Researcher (Mind)
8	Physician (Body)
9	Physician (Mind)
10	Administration

D6 SECRET ORG.	
1	Zuminati
2	OZUltra
3	Sages
4	Wogglegologists
5	Wogglegologists
6	Wogglegologists

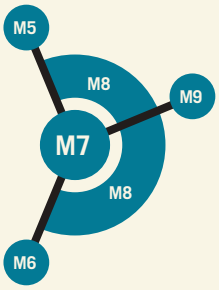
M7 Hyup

This tourist destination is a postcard-worthy neighborhood in the midst of snowcapped mountains full of wintery charm.



The most popular vacation destination for the affluent. Hyup, aside from the less urbanized Munchkin Mountains (M8), is the only part of Oz to consistently experience cooler temperatures and snowfall. The locals make the most of this by offering all manner of wintery activities. Tourists can learn from a variety of classes or take private lessons at a higher rate, though it's less important to be good and more important simply to be seen at the lodge.

Mixed in among the elites are those that simply love outdoor activity. They come from all over and make the most of the environment with whatever they can afford. The result is a constant contrast of values.



WHAT'S NEARBY

M5 Wogglebug University pg. 110

M6 Fine Fettle pg. 112

M8 Munchkin Mountains pg. 116

M9 Sapphire Castle pg. 120

SECRETS

- High magical activity
- Phanfasm infestation

M M LINE PG. 100

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-15	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
16-17	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
18-20	Magical Occurrence (explosion, snow or ice changes color, rainbow candies fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, snowstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (snow removal, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (insulated coat, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Rattlesnakes (Swarm)
4	2D4 Chiss
5	1D4 Hip-Po-Gy-Rafs
6	1D4 Li-Mon-Eags
7	2D4 Kalidahs / Gumps
8	2 Phanfasms (1 Small + 1 Large)
9	1D4 Phanfasms (Large)
10	4 Phanfasms (Large)
11	1D4 Rattlesnakes (Giant)
12	1D4 Unicorns / Rak

D12 NPC	
1	1D6 Doughans / Utensians
2	1D6 Loons
3	1D6 Thists
4	1D6 Bunnyfolk
5	1D6 Fuddles
6	1D6 Wogglebugs
7	1 Human + Thist
8	1 Human + Bunnyfolk
9	1D6 Humans
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

M7 Hyup

FIRST IMPRESSIONS

- Uneven snow-covered topography
- Log buildings, stone chimneys, and endless streams of blinking lights
- Temperature is brisk but manageable

NAMES

Hoarfrost, Nansen Val, Roffe, Squall, Cornice, Graupel, Firn, Sastrugi Sky, Pitou, Anton Keystone, Telluride, Sun, Mammoth, Gretchen, Meribel, Basin

NAVIGATION

TOURISM STREET
Main Street. All roads lead to this picturesque street. Filled with specialty shops, clothiers, and fine dining. Overpriced.

CLOCK TOWER & SANATORIUM
Nicknamed *The Gingerbread House.* Golden brown with white trim. Where all the injured tourists end up.

LAVISH LODGING
The Shimmering Chalet. Wood fires burn in the large lobby and sleeping quarters. Private detached cottages rented at a premium.

HIDDEN BAKERY
Powdered Sugar. Locals keep this spot a secret from tourists. Full of desserts and gossip.

EVENTS

WINTER ACTIVITIES
Ski the various mountains. Skate on the frozen pond. Toboggan down the gentle hills. Affordable admission but can get expensive if equipment rentals are required.

SAWHORSE CARRIAGES
Nightly. Tours around the entire area with a break halfway for dinner, shopping, or cocoa. Limited spots that book up quickly.

NIGHT RACES
Monthly. Ski races held during a full moon. Skilled athletes slalom race (between marked poles) for fame and fortune. Not strictly legal but lots of fun.

UNDERGROUND STORYTELLERS CLUB
Restaurant basement. Say code word "diamond" to kitchen staff. Locals tell stories of difficult tourists, overconfident skiers, and foolish climbers.

WORLDLINGS

FRANTIC TOURIST
Human. *Luis Evergreen.* On vacation and his lucky charm (yeti carved from Radium) was stolen from his room.

TRAVELING RESEARCHER
Human. *Bo Gorman.* Looking to study Phanfasms and they plan to leave for the Munchkin Mountains (M8) tomorrow.

MOUNTAIN WHISPERER
Human. *The Bumpy Man.* Bumps all over. Talks to the mountains to keep them calm. Able to influence them. Odd fellow.

TOURIST BOUNTY HUNTER
Bunnyfolk. *Khish.* Pretends to be a tourist but secretly looking for a bounty. Starting to enjoy the fake vacation.

SECRETS

INFESTED SKI SCHOOL
Gentle Slopes Ski School. Orks are nesting on the privately owned beginner lifts and pestering students. Owners don't want word getting out.

ANIMATED TOY SHOP
Hyborn Toys. Full of wooden toys that move at night or when the shopkeeper steps out for lunch. The magic doesn't seem to work beyond the store walls.

FORGETFUL CHANGELING
Human. *Kiki Aru.* Can change forms but had his memory wiped using the Water of Oblivion located in the Emerald Citadel (E1). Friendly but not reliable.

MAGIC SAFE HOUSE
Fresh Dusting Bakery & Café. Tunnel leads to a safe space for those with dangerous or uncontrollable magic.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Woodworking
2	Metalworking
3	Looming / Quilting
4	Guide (Tourism)
5	Instructor (Tourism)
6	Mountaineering / Survival
7	Trinkets & Toys
8	Chocolatier / Cheesemaking
9	Hospitality / Entertainment
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

M8 Munchkin Mountains

Great snowcapped mountains pierce the sky and hint at the dangers hidden between their angled forms.



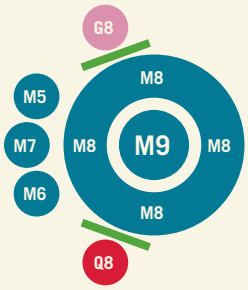
This is a place utterly claimed by nature. The air is crisp and clean, the flora is lush and green, and the paths are no more than a handful of faded yellow bricks.

Of the outer regions of Oz, the Munchkin Mountains are the most dangerous. Irritable creatures congregate and flourish here, and the very rocks beneath your feet can prove deadly. Those without sure footing or a strong sense of direction can quickly find trouble.

But for all its danger, the Mountains are home to some of the most breathtaking vistas and natural splendor that Oz has to offer.

SECRETS

- Secret tunnels and caves used by many organizations
- Olive Knight training grounds
- Phanfasm infestation



WHAT'S NEARBY

G8 **Forest of Winged Monkeys** pg. 94

M5 **Wogglebug University** pg. 110

M6 **Fine Fettle** pg. 112

M7 **Hyup** pg. 114

M9 **Sapphire Castle** pg. 120

Q8 **Forest of Fighting Trees** pg. 138

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-15	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
16-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, rocks rearrange, wildflowers fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, temperature drop, etc.)
2	Rural danger (avalanche, rockslide, mudslide, etc.)
3	Area cordoned off and access is denied (land survey, risk of sinkhole, construction in progress, crime scene, etc.)
4	Abandoned supplies (climbing, camping, artist tools, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (walking stick, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Rattlesnakes (Swarm)
4	2D4 Chiss
5	1D4 Hip-Po-Gy-Rafs
6	1D4 Li-Mon-Eags
7	2D4 Kalidahs / Gumps
8	1D4 Phanfasms (Large)
9	4 Phanfasms (Large)
10	1D4 Rattlesnakes (Giant)
11	Choggenmugger
12	1D4 Unicorns / Rak

D12 NPC	
1	1D6 Doughans / Utensians
2	1D6 Loons
3	1D6 Thists
4	1D6 Bunnyfolk
5	1D6 Fuddles
6	1D6 Wogglebugs
7	1 Human + Fuddle
8	1 Human + Bunnyfolk
9	1D6 Humans
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

M8 Munchkin Mountains

FIRST IMPRESSIONS

- Snowcapped mountains and valleys full of lush greenery
- All sorts of rock formations
- Easy to get turned around in

NAMES

Norgay, Harz, Parbat, Red Reinhold, Alpenhorn, Moro, Denali Blanc, Eiger, Chalktalk, Anker Dust, Pretzel, Belay, Old Helmut, Malerweg, Bonn

AREAS

0. EDGE OF THE MOUNTAINS
The mountains feel different here. Like hitting the bottom step before you expected it. More grounded. Uneven rock and paths everywhere, but none feel more familiar than any other.

1. THE PAINTED ROCK
Massive boulder sits out in the open. Brilliantly painted by tourists. Rumors say painting the right image or word will cause the boulder to move and reveal what lies beneath.

2. NARROW RAVINE
Grass grows lush around the occasional spring. The cliffs on either side are nearly unclimbable.

3. TREE CLUSTER
Like a small forest in the mountains. Birds congregate here to share secrets.

4. POPPY FIELD
Beautiful but dangerous. Some poppies induce sleep; others cause fear, hunger, and uncontrollable laughter.

5. ABANDONED CAMP
Once the perfect place to set up camp (great view, close to a stream) but the scorch marks tell a different story.

6. QUARTZ ROCKS
Natural frosted monoliths jut up at all angles. They amplify magic to a dangerous degree.

7. WILDFLOWER ISLAND
Wide river bisects the path. Colorful island full of flowers stands out against the blue of the flowing water.

8. GEYSERS
Risk of scalding those who take the wrong step. The preemptive hiss can warn those who pay attention.

9. GREAT PLATEAU
A majestic tableau as plant life thrives. Clear views all around, but that clarity goes both ways.

10. UNSTEADY BOULDERS
The uneven incline is dotted with unstable boulders that could roll down at the slightest disturbance.

11. CAVE MOUTH
Unnaturally triangular. Where it leads, no one knows. The howling that comes from within could be distant echoes or simply the wind.

12. POPPY FIELD
Widespread and unavoidable. Some poppies induce sleep, others cause singing, dancing, and an uncontrollable urge to cause harm.

13. HOT SPRINGS
The constant fog hides steaming pools of fresh water. Warm and inviting but difficult to see much farther than a few feet.

14. DORMANT VOLCANO
This mountain is warmer than all the others. Any major disturbances may cause a small rupture and lava to bleed out. This is absolutely how volcanoes work.

15. FARMHOUSE RUINS
Old one-room farmhouse that Dorothy Gale once traveled in. Beneath it lies many secrets.
See pg. 118 for map

16. TREE-LINED LAKE
Sapphire blue lake rimmed with perfect evergreen trees. Refreshing and mostly undisturbed.

17. ROOSTING ROCKS
Rocks shielded from the elements used as nests and homes by many creatures. A safe haven for those that live here.

18. WINDY BRIDGE
Natural and narrow bridge crosses a deadly drop. The winds constantly change direction.

19. BALANCING STONES
Ancient sculptures of smooth rocks perfectly balanced in stacks. Disturbing them is taboo, but they hold significant power.

20. UNICORN GROVE
Indescribably beautiful. The orchard of Sterling Apples is home of the Unicorns. Each apple satisfies hunger for a week but is highly addictive.
See pg. 119 for map

Beyond the Grove lies the Yellow Brick Wall and Deadly Desert.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

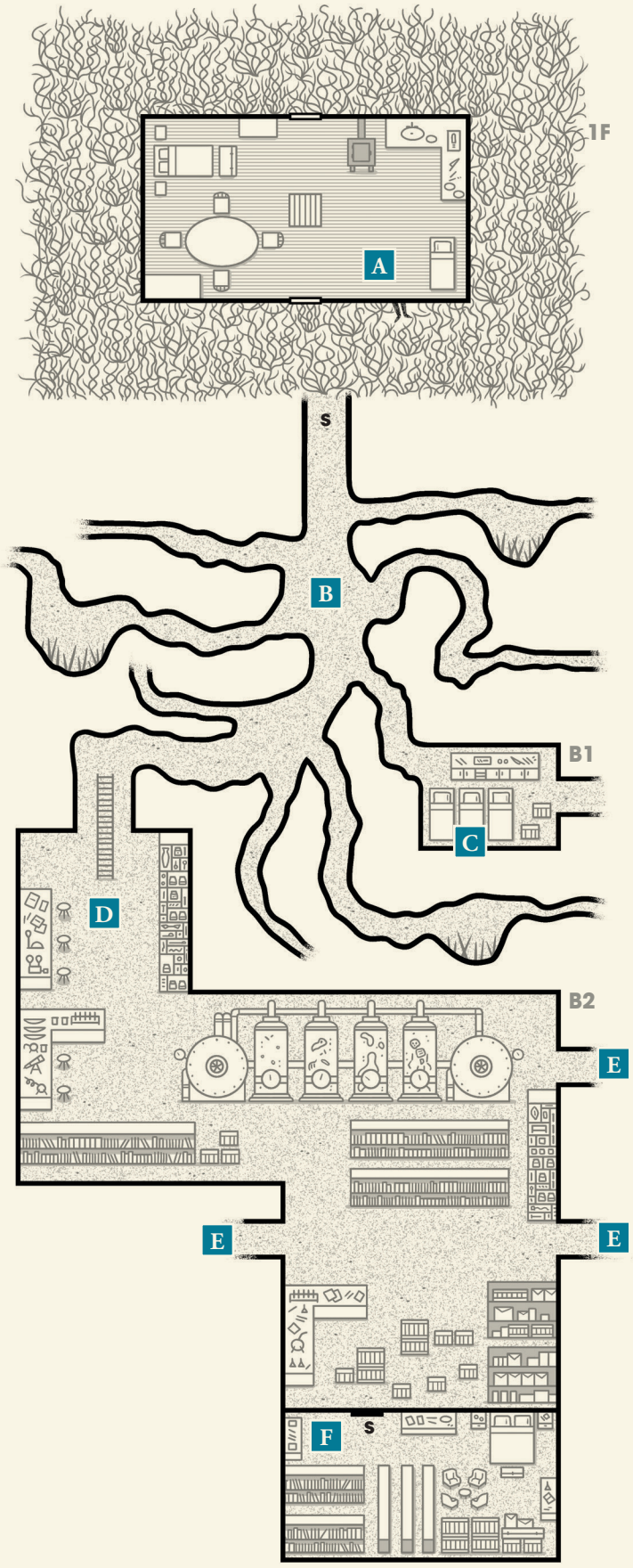
D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Guide (Spiritual)
2	Guide (Tourism)
3	Mountaineering / Survival
4	Healer (Natural)
5	Hunter
6	Artist (Painter)
7	Artist (Sculptor)
8	Geology
9	Biology / Botany
10	Treasure-Hunting

D6 SECRET ORG.	
1	Objectionists
2	OZUltra
3	Zuminati
4	Olive Knights
5	Olive Knights
6	Olive Knights

FARMHOUSE RUINS

Few dare go near the farmhouse that fell on the Wicked Lich of the East; it's almost like it repels those who get too close. Even Dorothy would admit she has no interest in going back to that place. Those who can fight the urge to flee have made the most of the Lich's last moments in Oz and have turned her underground escape into an ambitious laboratory. Full of dark secrets and knowledge about the Liches and their powers.



A. FARMHOUSE
- Scorched earth underneath the one-room house
- One large bed, one small bed, simple kitchen, table, wardrobe, etc.
- Cellar door in middle of the room leads under the house to **B**

B. ILLUSORY TUNNELS
- Walls look like they were dug out with claws
- Earth burned with arcane power
- Always changing
- Pit traps filled with arcane spikes covered with illusionary floor and doors
- Illusionary voices call for help
- Creatures unintentionally trapped here

C. HALFWAY HAVEN
- Simple kitchen and three simple cots
- Old supplies but no food
- Door and tunnel exit to somewhere in the Munchkin Mountains

D. THE LABORATORY
- Workbenches with various stages of research
- Vats filled with objects, bones, and creature parts
- One vat filled with a yellow gemstone skeleton
- Shelves full of storage and small jars
- Benches and shelves have rune traps that ignite and burn evidence

E. TUNNEL EXITS
- Each leads to a different location (to be determined by the GM)

F. SECRET CHAMBER
- Bone dust reveals door with large lock in the wall
- If the proper key isn't present, the lock accepts a living forearm
- Proper sleeping area, extensive research and archives, rare magical items

GENERAL

- Save against Fear while approaching or inside the house
- No plants grow where the Wicked Lich of the East once was
- Farmhouse is overgrown with foliage and wildflowers

UNICORN GROVE

Deep in the Munchkin Mountains lies the home of the Unicorns. This grove doubles as the only land suitable for growing the trees that bear the Sterling Apples. Each apple is capable of providing one week's worth of nourishment but can become highly addictive. The Unicorns guard all of this with their lives and will use all manner of deception and cunning to lead outsiders to the False Orchard (see **G**) instead of the True Orchard (see **I**).

GENERAL

- Surrounded by dense forest
- Full of butterflies, blooming flowers, hanging vines, and green grass
- Smells floral, and beams of sunlight warm the area
- General sense of calm
- Constant risk of lying down and falling asleep



A. THE GROVE
- First place anyone enters no matter what
- All Unicorns will be aware of anyone entering here
- Save or get drowsy, second fail knocks unconscious

B. THE WISE STUMPS
- Sitting on one of the stumps grants insight into personal goals

C. THE WOUNDED TREE
- Cursed tree with no leaves and black bark
- Must be pruned by Unicorn horns or it will spread and consume
- Fragments of Unicorn horn lodged in the tree and around the trunk

D. WEEPING WILLOW
- Branches shake and moan with sadness
- Leaves taste like salt water and are used in cooking and potions

E. STONE ALTER
- Perfectly level
- Frog choir practices and performs here at night

F. STONE CIRCLE
- Ring of standing stones with horizontal lintel stones
- Meaningless runes carved into the rocks

G. FALSE ORCHARD
- Wildflower patch surrounds a small cluster of Forgetful Trees (trees grown from regular apple seeds watered with the Water of Oblivion located in the Emerald Citadel, E1)
- Eating any of the fruit wipes the mind of recent memory and current goal

H. BLINK POND
- Leaves and flower petals always falling
- Ever-shimmering rainbow overhead
- Anything that touches the surface of the pond (not the stream or waterfall) is teleported 100′ in the air

I. TRUE ORCHARD
- Small island of Sterling Apple trees
- Eating an apple nourishes for 1 week
- Reliance on the apples to be determined by the GM
- Planting the seeds anywhere but here grows mundane apple trees

M9 Sapphire Castle

This imposing stronghold made of sapphires is as radiant as the skies above and as impassive as the mountains below.



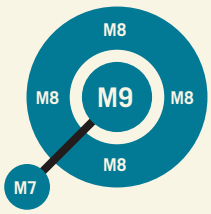
Standing higher than even the highest peaks of Hyup (M7), the Sapphire Castle is an impressive sight among the eastern Munchkin Mountains.

The only problem is that the air here is thinner and colder than anywhere else in Oz. Those who live in or work at the castle need to have thick skin (or a thick coat of fur) to manage the ever-present chill.

But while the cold deter some, it's a boon for others. Many books have been brought here to be preserved. The cool temperatures indoors keep mold and decay at bay. Some even talk about the castle's climate being used against its enemies in the past, but that was a long, long time ago.

SECRETS

- Rare tomes stored in the private library
- Powerful and ancient power gives off heat from inside the mountain



WHAT'S NEARBY

M7 **Hyup** pg. 114

M8 **Munchkin Mountains** pg. 116

FIRST IMPRESSIONS

- Nearly impenetrable fortress
- Dramatic cerulean towers reach higher than the nearest mountains
- As cold as the air around it

A. OUTER WALL
- Wall is 40′ tall and 10′ thick
- Gatehouse to the west with a bell to summon attendant
- Complimentary blue glass spectacles provided upon entry

B. OUTER BAILEY
- Winterized gardens (leafy greens, root vegetables, bulbs, rhubarb, potatoes, etc.)

C. INNER BAILEY
- Warming stoves line the perimeter
- Large rectangle surrounding Warden's Tower (**E**) warmer than everywhere else (used for social, sporting, and political events)

D. EAST/WEST TOWERS
- Accessible by elevator or stairs
- **1F**: Staff quarters (sitting room, small bedrooms, lavatory)
- **2F**: Lounge and library
- **3F**: Guest chambers (bedroom, study, and lavatory)

E. WARDEN'S TOWER
- **1F**: Public library
- **2F**: Warden's court (throne on dais, banners, wide bowls of fire, axes and pikes on walls)
- **3F**: Meeting room (map of Munchkin set into large table)
- **4F**: Study and private office
- **5F**: Warden's quarters (lavatory, sitting room, bedchamber with safe accessible by fake book in bookshelf)
- **6F**: Private library (see **BLUE BOOKS** on opposite page)
- **7F**: Observation level (dangerously cold)

F. BALLROOM
- Sapphire and diamond chandelier
- Wood floor pattern looks like endless mountain range
- Sound doesn't travel beyond walls

G. KITCHENS
- Well stocked and warm from ovens and stoves

H. STORAGE
- Ample blankets, outerwear, food stores (pickled foods, salted fish, preserves, etc.)

I. MUSIC ROOM
- Grand piano painted blue
- Wooden and horn instruments hanging on the walls
- Music book enchanted so any musician using it plays perfectly

J. GALLERY
- Collection of works from across Munchkin
- Some paintings whisper secrets if the room is completely silent

K. GUEST CHAMBERS
- Warmer than the ones in the East/West Towers (**D**)
- Bedroom, study, lavatory

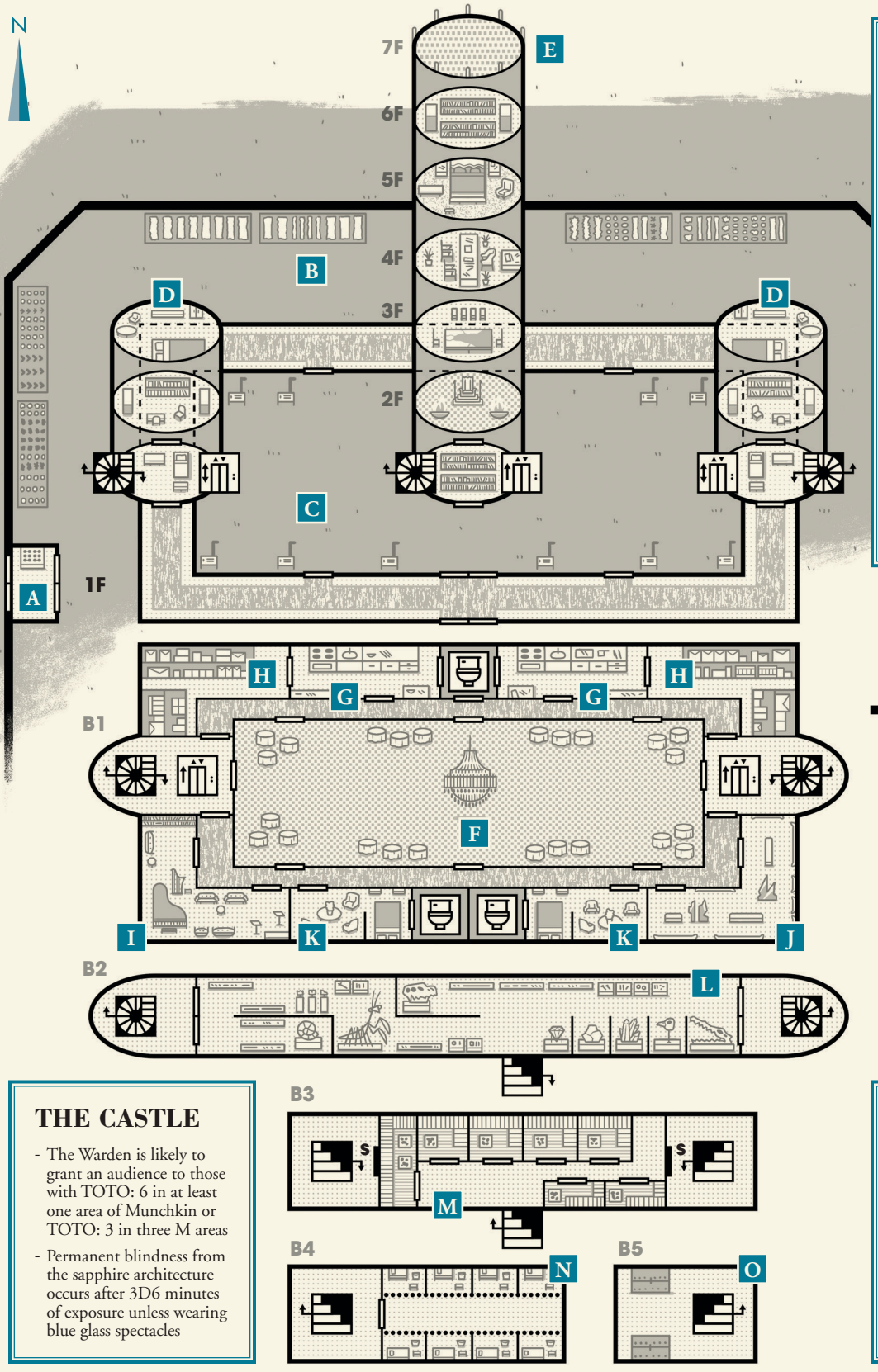
L. MUSEUM
- Rocks and fossils found in the mountains
- Rare artifacts like stone crowns of forgotten Munchkin kings, bones and teeth from extinct creatures, old tools, etc.

M. SAUNA
- Much warmer than upper levels
- Shared and private rooms

N. DUNGEON
- Uncomfortably warm
- Radium bars with Radium locks

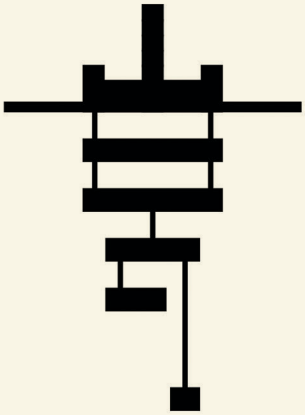
O. VAULT ROOM
- Only accessible by Warden's keys
- Ancient powers emanate from center of room beneath the floor and give off intense heat (1D6 fire damage every minute in room longer than a few moments)
- Locked iron chests and wardrobes unaffected by the heat

M9 Sapphire Castle



BLUE BOOKS

- Powerful tomes kept hidden in the Warden's private library (**E**)
- Blue, wordless covers with "M" on the spine
- Example Books:
  - MISANTHROPIC Sentient and hates interacting with readers
  - MACABRE Sentient and adds gruesome details whenever possible
  - MAGNETIC When open, pulls small metal objects toward itself
  - MULTIPURPOSE Always opens to relevant page (with varying level of usefulness)



THE CASTLE

- The Warden is likely to grant an audience to those with TOTO: 6 in at least one area of Munchkin or TOTO: 3 in three M areas
- Permanent blindness from the sapphire architecture occurs after 3D6 minutes of exposure unless wearing blue glass spectacles

GENERAL

- Always cold but gets warmer as you descend into lower levels
- Wool and fur tapestries hang on every wall
- Light fixtures made from horn and bone
- Every room has a box full of thick quilted blankets

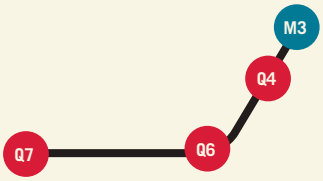
Q Underground (Q Line)

Dull public announcements contrast with the vibrant murals painted throughout the stations of this metro line.



No other underground line is as actively patrolled as the Q Line. This is thanks to the South Watch (Q6) stop right in the middle of the route. Few would risk skipping fare or harassing fellow passengers for fear of drawing the attention of an off-duty or trainee Watcher. The result is a safe, albeit slightly tense, ride.

Decorating the walls of the stations are all manner of warning, notice, and announcement. Some say that no newspaper is as current as the stations along the Q Line. Competing for attention are murals painted to promote community and support. Every installation has been thoroughly vetted to be as inoffensive and palatable as possible. The result is artwork-by-committee that is as benign as the public notices.



STOPS

M3 Bricks pg. 106

Q4 The Warren pg. 130

Q6 South Watch pg. 134

Q7 Old Mill pg. 136

SECRETS

- Out-of-commission cars used to store all manner of contraband

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, graffiti starts yelling at passengers, all the seats vanish, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature drop or rise, flooding, etc.)
2	Transit danger (lights go out, tunnel collapse, creature attack, robbery, fire, etc.)
3	Construction delay (tunnel work, track repair, faulty car, etc.)
4	Crowd (busker, public brawl, celebration, etc.)
5	Merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of tickets, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals
2	2D4 Animals
3	2 Nomes
4	1D4 Nomes
5	1D4+2 Nomes
6	2D4+2 Nomes
7	2D6+2 Nomes
8	2D8+2 Nomes
9	2 Phanfasms (1 Small + 1 Large)
10	1D4 Phanfasms (Small)
11	1D4 Phanfasms (Large)
12	Rattlesnake (Giant)

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

UNDERGROUND TICKETS

- 30 minutes travel time between stops
- 1 GP per stop including 1 transfer

Q Underground (Q Line)

FIRST IMPRESSIONS

- Stations feature community notices and detailed murals
- Passenger cars are vibrantly painted
- Well maintained

NAMES

Herodotus, Butchart, Nial Blade, Stora, Oji, Swansong, Nooch, Livy Keuken, Carlyle, Kadant, Tonibee, Doris Furs, Leopold, Bellmer, Ruffels



D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Infrastructure (Electricity)
2	Infrastructure (Water)
3	Watcherfolk (Training)
4	Watcherfolk (Off Duty)
5	Artist
6	Tour Guide
7	Journalism
8	Archivist / Researcher
9	Chef / Cook
10	Hospitality

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

Q1 Garden of Wild Beasts

Lush greenery is complimented by great stone statues in this garden dedicated to the non-humanoid residents of Oz.

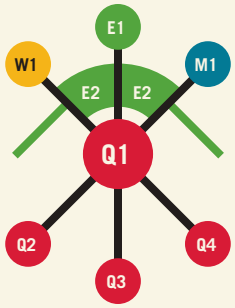


The greenest part of Oz next to the Emerald Citadel. The grasses are trimmed every morning so that they're always the perfect length for whatever the day has in store. The other greenery and flora are a mix of timeless classics and experiments on the cutting edge of horticulture. If it blooms, it likely first set root in these gardens.

Scattered throughout the area are stone statues of all sizes. These sculptures celebrate the diversity of Oz's population with particular emphasis on the four-legged. There's nothing like cresting a hill and seeing a 10-foot carving of a squirrel.

SECRETS

- Zuminati ceremonial grounds
- Gargoyle invasion



WHAT'S NEARBY

E1 **Emerald Citadel** pg. 74

E2 **Lake Quad** pg. 76

M1 **Judicial Quarter** pg. 102

Q2 **Little Utensia** pg. 126

Q3 **Toasting** pg. 128

Q4 **The Warren** pg. 130

W1 **Thi** pg. 146

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, statues temporarily animate, scented rose petals fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bag of seeds, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Rattlesnakes (Swarm)
4	1D8 Orks
5	ID4 Goozzle-Goblins
6	ID4 Awgwas
7	1D4 Gargoyles
8	1D6+2 Gargoyles
9	1D12+2 Gargoyles
10	12 Gargoyles
11	Rattlesnake (Giant)
12	A–B–Sea Serpent

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Fuddles
4	1D6 Cuttenclips
5	1D6 Bunnyfolk
6	1D6 Utensians
7	1D6 Doughans
8	1 Human + Bunnyfolk
9	1 Human + Utensian
10	1 Human + Doughan
11	1D6 Humans
12	1D8 Humans

Q1 Garden of Wild Beasts

FIRST IMPRESSIONS

- Manicured shrubs, trees, and walkways
- Large stone sculptures of animals
- Gazebos and benches everywhere
- Greenhouses protect delicate plants

NAMES

Grandma Lila, Vita, Margery, Camellia, Beatrix, Russell Dillon Chatto, Deutzia, Cabot Firethorn, Perenyl, Hort, Burke, Rea, Greenwood, Edith Gloves

NAVIGATION

STATUE GARDEN
Full of stone statues carved to celebrate the animal kingdom. Most prominent is the pair resembling Cowardly Lion and Hungry Tiger.

GRAND GAZEBO
Informally called *the Circus Tent*, the large gazebo can house a couple hundred guests. Used for events and casual picnics.

PEOPLE PODS
Mangaboo trees. Rare plant. Large vegetables grow from the branches and look like people. Inanimate and delicious.

TEST GARDENS
Fenced and secure with limited access. Horticulturists develop new plants and conduct studies not often shown to the public.

EVENTS

LAWN BOWLING
Everyone dresses in white. Pairs or singles throw/roll uneven balls as close as possible to the smaller white ball (called the jack).

AFTERNOON PICNICS
Blankets can be rented for a nominal fee, and all manner of food or beverage are allowed (but debauchery is not).

FLOWER FESTIVAL
Flowers for sale, competitive pruning, organic sculptures, and the reveal of the flower of the season. Free admission.

LAB TOURS
Only permitted to a select few (typically those of influence or in the agricultural community). TOTO: 3+

WORLDLINGS

ROSE DOPPLEGÄNGER
Sentient rosebush. *Ozga.* Pruned to look like Princess Ozma and shares many of her traits. Can speak with plants. Wishes to be free of the garden.

GROUNDSKEEPER
Clockwork Denizen. *Rake.* Devoted to the gardens but can be zealous regarding litter and the garden rules. Full access to all buildings.

PINK KITTEN
Cat. *Eureka.* Once traveled with Dorothy and knows the Emerald Citadel quite well. Strong personality and difficult to work with.

SOIL INSPECTOR
Thist. *Arven-Sum.* Knows the health of any given area based on the soil. Concerned with the blood levels in some of the recently collected samples.

SECRETS

BURIED SCEPTER
No one knows who put it there, but it was dug up yesterday and began humming. Silver with a hand holding an orb at the end. Bottom opens up but is empty.

GARGOYLE TREES
Maintenance claims the trees are in danger of collapsing, but really they want to hide the Gargoyles stripping the wood and growing more Gargoyles in the trunks.

ZUMINATI INITIATION SITE
Multiple entrances lead to a series of tests for initiates. Initiators are also being tested. Everyone is tested at all times.

ZUMINATI SUMMONING SITE
Abandoned test lab leads underground. Permanent location with many artifacts and tools of summoning. Dangerous.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Pruning (Shrubs)
2	Pruning (Flowers)
3	Pruning (Trees)
4	Mechanic
5	Lawn Maintenance
6	Pest Control
7	Water Quality
8	Soil Inspection
9	Garden Health
10	Research and Development

D6 SECRET ORG.	
1	Thieves / Assassins
2	Bounty Hunters
3	Zuminati
4	Zuminati
5	Zuminati
6	Zuminati

Q2 Little Utensia

Known for its highly skilled and dedicated smiths, any job involving metalwork (but not tin!) is best brought here.

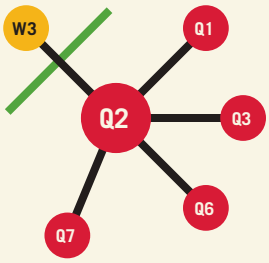


It's best to not even mention tin while in Little Utensia. It's a fine metal, but the way some folks go on about it, you'd think that's all there is. Sure, it's soft and easily workable, can assume many shapes, and create beautiful trinkets, but what of armor? What of blades? How many tin knives does a chef have in their block? It's nonsense. There's more to Oz than tin and tinsmithing.

As long as you don't bring up tin, the locals are more than happy to help sharpen, straighten, or polish any metal on hand. The streets are literally lined with smiths capable and willing to take on the most challenging task.

SECRETS

- Olive Knight presence
- Outfit presence
- Gargoyle invasion



WHAT'S NEARBY

Q1 Garden of Wild Beasts pg. 124

Q3 Toasting pg. 128

Q6 South Watch pg. 134

Q7 Old Mill pg. 136

W3 Pokes pg. 150

E E LINE PG. 72

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, all metal objects become sharper, corks or forks fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (iron trinket, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Rattlesnakes (Swarm)
4	1D6 Li-Mon-Eags
5	1D4 Awgwas
6	2 Gargoyles
7	1D4 Gargoyles
8	1D6+2 Gargoyles
9	1D12+2 Gargoyles
10	12 Gargoyles
11	Rattlesnake (Giant)
12	A–B–Sea Serpent

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Fuddles
4	1D6 Cuttenclips
5	1D6 Bunnyfolk
6	1D6 Doughans
7	1D6 Humans
8	1 Utensian + Human
9	1 Utensian + Doughan
10	1D6 Utensians
11	1D6 Utensians
12	1D8 Utensians

Q2 Little Utensia

FIRST IMPRESSIONS

- Buildings and doors look like cupboards and drawers
- Striped awnings to shelter from rain
- Echoing sounds of metalwork

NAMES

Skewer, Sujeo, Chinoise, Etchu Press, Fondue, Oya Soup, Agrona, Laran, Dipper, Scoop, Forkchops, Woden, Lunch, The Grate, Juno

NAVIGATION

STONE MONOLITH
The Whetstone. Tall pillar surrounded by a low pool. All smiths sharpen their first blade on the stone. Bad luck to ignore tradition.

TAVERN UNDER THE OVERGROUND
The Under Over. Rough around the edges but a favorite among the locals. Noisy. Secret room accessible via storage room.

SPICE SHOP
Mr. Paprika's. Narrow shop with tall walls filled with spices collected from all across Oz. Some items for sale not listed on the menu.

RESIDENTIAL PIPE MANUFACTURER
Piper's Pipes. Tall building looks like a church organ. Not just pipes. Beams and cables as well. Logo is a metal pan flute.

EVENTS

FESTIVAL OF COMBAT
Fencing and broadsword fighting, archery and knife throwing, armor endurance tests. All very safe and highly supervised.

FISHING
All along the river. Metal poles and boats available to rent, and the best hooks in Oz sold from roaming merchants.

MUSEUM OF SEVERANCE
A collection of preserved limbs, digits, and objects mistakenly cut off by sharp objects. Gruesome yet charming.

KNIFE TOURS
Tour around the neighborhood to see historic and unique knives. Some on display, some in use, all valuable in their own way.

WORLDLINGS

TOWN GOSSIP
Utensian (Can Opener). *Jabber.* Always around. Happy to share news as much as hear it. Their accuracy is debatable.

HIGH PRIEST
Utensian (Colander). *Colender.* Serves in Fine Fettle (M6) but spends her free time here. Friendly but skeptical of magic and modernity.

RETIRED LAWYER
Utensian (Corkscrew). *Mr. Popp.* Excellent lawyer. Only works in Judicial Quarter (M1) twice a week. Steep fees but very high success rate.

RADIUM MASTER
Thist. *Coco-Em.* Can easily work with Radium. Weapon, armor, objects, whatever the request. Quick turnaround but charges accordingly. Enthusiastic.

SECRETS

TREE CONJURER
Bunnyfolk. *Rost Dereva.* Can sprout trees from any wood. Being followed by Gargoyles but neither she nor the creatures know why. Feels most comfortable in stone buildings.

OUTFIT WEAPONS CACHE
Some rather powerful weapons here. All in a row and ready for use should a Boss call the family to arms. No traps and low security because who would be foolish enough to raid this?

WEAPON MASTER IN HIDING
Cuttenclip. *Marozzo.* Runs a sharpening stall. Unassuming and kindly. She can train anyone to wield any weapon. Worries her best student will find her.

OLIVE KNIGHT RECORDS
Records of past missions, persons of interest (both threats to Ozma and Ozians with significant magical power), notes about the adventurer's most secret antics, etc. Stored in a fisherman's attic.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Trinkets / Toys (Metal)
3	Woodworking Supplies
4	Metalwork Supplies
5	Woodworking / Fishing
6	Metalworking (Apprentice)
7	Metalworking (Mentor)
8	Metalworking (Master)
9	Infrastructure (Piping)
10	Hospitality /Entertainment

D6 SECRET ORG.	
1	The Outfit
2	The Outfit
3	Olive Knights
4	Olive Knights
5	Olive Knights
6	Olive Knights

Q3 Toasting

All who love food, whether it's creating or consuming, eventually end up in this neighborhood dedicated to dining.

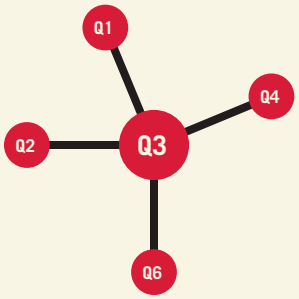


You can smell Toasting before you see it. The menagerie of flavors wafting out from the endless streets of patisseries, cafés, and restaurants is unlike anywhere else in Oz. This is where you go to tickle the tastebuds. Whether it's a quick snack from a cart or a night filled with twelve courses, it never disappoints.

The streets of Toasting are loosely organized based on theme, though there are always the brazen entrepreneurs who like to buck a good trend. Nothing stands out among the line of cupcake shops like a barbecue food cart. It sets you apart, but that's just another way of saying you're a target.

SECRETS

- Wheeler gangs
- Seedling outbreak
- Doughan Thieves Guild headquarters



WHAT'S NEARBY

Q1 Garden of Wild Beasts pg. 124

Q2 Little Utensia pg. 126

Q4 The Warren pg. 130

Q6 South Watch pg. 134

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, menus momentarily speak, butter or breadcrumbs rain from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bag full of silverware, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D4 Goozzle-Goblins
5	1D4 Goozzle-Goblins
6	1D4 Seedlings (Small)
7	2 Seedlings (1 Small + 1 Large)
8	1D4 Seedlings (Large)
9	6 Wheelers
10	1D4+4 Wheelers
11	1D8+4 Wheelers
12	1D6 Phanfasms / Gargoyles

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Fuddles
4	1D6 Cuttenclips
5	1D6 Bunnyfolk
6	1D6 Utensians
7	1D6 Humans
8	1 Doughan + Bunnyfolk
9	1 Doughan + Utensian
10	1 Doughan + Human
11	1D6 Doughans
12	1D8 Doughans

Q3 Toasting

FIRST IMPRESSIONS

- The smells of cuisine drift endlessly
- Lines in and out of most buildings
- The bigger and brighter the sign, the cheaper the food

NAMES

Heston, Tirel, Yerran Bulli, Vatel, Tosi, Marie Careme, Mashama, Izard, Como, Julia Bambina, Cradock, Kreetz, Missy, Feniger Go, Alaea

NAVIGATION

OUTDOOR FOOD HALL
Testing Square. Test kitchens and start-up businesses surround open-air seating. Full of up-and-coming talent and great for cheap meals.

MUFFIN SHOP
Mr. Muffin's Muffin Shop. Only one location and all muffins made by Mr. Muffin. Only he knows his recipes, and lines form hours before opening.

EMPTY TABLE MONUMENT
The Reservation. Unknown sculptor. Oversized marble table, empty chairs, and nameless place card in the middle. Business owners are superstitious around it.

GOURMET STREET
Gourmandise Way. Businesses here are higher than five stars. Guards control all entry and exit.
TOTO: 6+

EVENTS

TASTING STREET FESTIVAL
Monthly and nocturnal. Businesses close and offer free samples of upcoming menu items.

NICHE COMPETITIONS
Held on *Challenger Road.* All are welcome to compete in themed events (specific ingredients, eating, food cart races, etc.)

FIVE-STAR LOTTERY
Monthly. Featured restaurant from *Gourmandise Way* offers free dinner for the winner and up to five guests.

FAILED RESTAURANT FUNERAL PROCESSION
The owner of the restaurant walks one final dish to the Empty Table Monument.

WORLDLINGS

TRIPLET TROUBLEMAKERS
Doughans (Graham Crackers). *The Grahams.* Love causing trouble and playing triplet-themed shenanigans. Recently found a Small Seedling.

MASTER PASTRY MAKER
Doughan (Rice Cake). *Nian Gao.* Elderly and stale but the best mixer and glazer in Oz. Features in many restaurants but doesn't care for status or recognition. Seen a lot.

GOOD SAMARITAN
Human. *Aunt Sally Lunn.* Known for providing food to the hungry. Rumors swirl of her involvement with thefts relating to the wealthiest restaurants. Nothing has ever been proven.

CONNECTED REVIEWER
Doughan (Tortilla). *Skillet.* Very private freelancer who works for many publications in The Archives (M2) and they're well-connected there and in Toasting.

SECRETS

LANDLORD DEBT
Indebted Doughan (Brioche). *Pop Over.* Bakery business is failing because Wheelers torment customers. Building owned by the Outfit.

THIEVES GUILD SCOUTS
Doughans (Tarts). *Custard & Curd.* Siblings and Guild scouts for *the Sticky Fingers.* Street vendors by day selling small tarts.

DISASTER COVER-UP
Café called *Gourd's Spice Shelf* destroyed in a fire. Owner doesn't want an investigation. Arson unintentionally caused by Seedlings.

THIEVES MARKET
Location always changes. Guild members and independents trade their goods with those willing to launder the merchandise.
TOTO: 5+

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Street Vendor
2	Food Cart
3	Barista / Barkeep
4	Pop-Up Shop
5	Serving
6	Serving
7	Chef / Cook
8	Restaurant Supplies
9	Health Inspection
10	Journalist / Critic

D6 SECRET ORG.	
1	Objectionists
2	Olive Knights
3	The Outfit
4	The Outfit
5	Thieves
6	Thieves

Q4 The Warren

Folks looking for fresh produce, vibrant florals, and bespoke clothing know that there's no better place to visit than here.



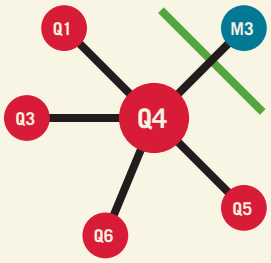
The Warren is a neighborhood of two worlds: the one above ground and the one below. On the surface, the neighborhood sports beautiful marble buildings with ornate details and teardrop roofs like soft-serve ice cream cones. Underneath it all is the vast network of tunnels and underground dwellings mostly inhabited by Bunnyfolk.

Ozians living in this dual setting make the most of it and turn to small-scale farming; there's no better way to assess soil quality and root health when both are a part of the ceiling.

Some prefer the sunlight, others prefer worms for company, and all value the craft.

SECRETS

- Seedling outbreak
- Bunnyfolk Bounty Hunter headquarters



WHAT'S NEARBY

M3 **Bricks** pg. 106

Q1 **Garden of Wild Beasts** pg. 124

Q3 **Toasting** pg. 128

Q5 **Fuddleville** pg. 132

Q6 **South Watch** pg. 134

Q Q LINE PG. 122

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, lush grass grows on a surface, vegetables fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (ballet tickets, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D4 Goozzle-Goblins
5	1D4 Seedlings (Small)
6	2D4 Seedlings (Small)
7	2 Seedlings (1 Small + 1 Large)
8	1D4 Seedlings (Large)
9	2D4 Seedlings (Large)
10	1D6 Wheelers
11	1D6 Gargoyles
12	1D6 Phanfasms

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Fuddles
4	1D6 Cuttenclips
5	1D6 Utensians
6	1D6 Doughans
7	1D6 Humans
8	1 Bunnyfolk + Utensian
9	1 Bunnyfolk + Doughan
10	1 Bunnyfolk + Human
11	1D6 Bunnyfolk
12	1D8 Bunnyfolk

Q4 The Warren

FIRST IMPRESSIONS

- Rolling hills with lush gardens
- Domed doors, windows, and roofs
- Colorful stripes and zigzag patterns
- Folks are busy and brusque

NAMES

Teplo, Blinkem, Lop, Malenky Kent, Chin, Gelsey, Winsome, Barenboim, Marbourg, Rozov, Mex Fonteyn, Sergey, Rattle, Nezhn, Otto Abbado

NAVIGATION

CIVIL SQUARE
Green Square. Performance hall, fine dining, and high-end shopping. Large marble statue of Ozma stands in the middle.

FOUNTAIN
Comrades in Arms. Three-tiered fountain lined with gold statues alternating between Bunnyfolk and all other ancestries of Oz.

WATERMILL
The Gentle Giant. White Marble and wood wheel. Once used to pump water but now a tourist attraction. No one has been allowed inside for years.

PARK
Markov Conservation Area. Public park with many paths and green space. Home of the locally famous *Everorange Trees.*

EVENTS

UNDERGROUND FARMERS MARKETS
Daily. Independent growers sell honey, produce, fresh-cut flowers, and all sorts of trinkets.

STREET PERFORMANCES
Individual and small groups of musicians, puppeteers, sometimes dancers. Always happy to accept a few Green Pennies for the show.

ORCHESTRA & BALLET
Weekly. Performances of all skill levels and ticket prices. Tickets to the most exclusive events are difficult to acquire.

ROOFTOP PERFORMANCES
Weekly events include small bands, marionette shows, poetry readings, and none of them with the appropriate permits.

WORLDLINGS

FRUSTRATED INSTRUCTOR
Bunnyfolk. *Uchitel.* Top student is losing focus and missing class but they won't say why. Needs them ready for the next performance.

FAILED FARMER
Bunnyfolk. *Tapeti.* Found an abandoned pack. Strange scroll with what looks like a recipe on it (OZUltra failed formula). Thinks this is their ticket to success.

CHESS PRODIGY
Clockwork Denizen. *Dreev.* Moved from Tinkerton (W5) to compete against the masters. Too trusting.

RECLUSIVE TREASURER
Human. *Fossa.* Runs money to and from the local bank to West Bank (W2). Secretly an Olive Knight on the lookout for illegal activity.

SECRETS

SEEDLING VENDOR
Bunnyfolk. *Sadovnik.* Sells chutneys using Seedling vegetables. Claims their recipe enhances intelligence and folks are beginning to believe it.

LI-MON-EAG PROBLEM
Li-Mon-Eags nesting in the upper columns of the performance hall and eating the birds. Board members are worried a civilian attack is imminent.

RETIRED BOUNTY HUNTERS
Bunnyfolk. *The Sisters.* Very good at what they did but they don't do that anymore. Now they mend clothing for those in need.

BOUNTY HUNTER HEADQUARTERS
Abandoned buildings nicknamed *Bad Luck Block.* Secret entrance leads to underground base of operations. Tunnels extend beyond The Warren.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Farming
2	Farming
3	Farming
4	Biology / Botany
5	Clothier / Tailor
6	Millinery / Cobbler
7	Arts Instructor
8	Performing (Orchestra)
9	Performing (Ballet)
10	Hospitality

D6 SECRET ORG.	
1	Zuminati
2	Thieves / Assassins
3	Bounty Hunters
4	Bounty Hunters
5	The Outfit
6	The Outfit

Q5 Fuddleville

Bright lights and the sounds of entertainment fill the streets of this area known for its never-ending spectacle.

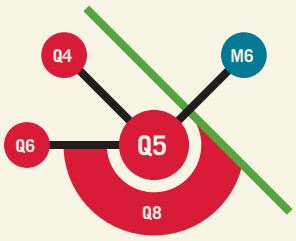


What happens in Fuddleville stays in Fuddleville. With its bright electric signs and constant din of entertainment, the area shines as brightly at night as it does during the day. Gambling dens, live shows, and more can all be found along the strip. And that's just scratching the surface.

Folks come from all across Oz to partake in the fun and games of Fuddleville, and not all of it is strictly legal. Directions to high-stakes games, Kangaroo boxing matches, Kalidah-fighting rings, and more can be found if you know who to ask. Just remember that the house always wins . . . eventually.

SECRETS

- Outfit headquarters
- Fuddle Assassins Guild headquarters
- Phanfasm infestation



WHAT'S NEARBY

M6 **Fine Fettle** pg. 112

Q4 **The Warren** pg. 130

Q6 **South Watch** pg. 134

Q8 **Forest of Fighting Trees** pg. 138

E E LINE PG. 72

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, all lights blink at the same time, gambling chips fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, heatwave, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (case of chips, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D8 Gumps
4	1D8 Orks
5	1D4 Li-Mon-Eags
6	2 Kalidahs
7	1D6 Kalidahs
8	2D4 Phanfasms (Small)
9	2 Phanfasms (Small)
10	2 Phanfasms (1 Small + 1 Large)
11	1D6 Phanfasms (Large)
12	2 Phanfasms (Large)

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Utensians
4	1D6 Cuttenclips
5	1D6 Bunnyfolk
6	1D6 Doughans
7	1D6 Humans
8	1 Fuddle + Bunnyfolk
9	1 Fuddle + Doughan
10	1 Fuddle + Human
11	1D6 Fuddles
12	1D8 Fuddles

Q5 Fuddleville

FIRST IMPRESSIONS

- Sensory blast of color and sound
- Everything looks shiny and new
- Signs and people at every building beckon passersby to come in

NAMES

Rubik, Fret, Waddington, Croupier, Dudeney, Shortz, Frankie, Premio, Wynn, Bing, Moe Dalitz, Sammy, Ella, Sam Siegel, Hiram Roller

NAVIGATION

ENTERTAINMENT STREET
The Strip. Main street lined with all manner of gambling dens, casinos, and venue halls.

PAWN SHOP
Buster's Bust. Goods get traded for more chips after losing at the casinos. Upstairs has common merchandise and in the basement is heavily guarded and filled with rare items.

REPAIR SHOP
The Spin Doctor. Run by a Clockwork Denizen named *The Doctor.* Most gambling machines end up here for repair and general maintenance.

MAGIC CLUB
The Magic Tavern. Exclusive club where close-up magic occurs. None of it is real magic, but there are whispers that some performers have powers.
TOTO: 4+

EVENTS

FOUNTAIN DISPLAY
Hourly event outside the largest casino, *Chigglewitz.* Cycles through water show, chorus dancers, and pyrotechnics. Light show at night.

LIVE SHOWS
All sorts of live performances, from singers and comedians to acrobatics and other performative arts. Reduced price with hotel stay.

BUFFETS
The smells are carried into the streets through open windows. Endless tables of food for those who can afford it. Free with hotel stay.

GAMBLING
Legally at one of the casinos or illegally in one of the more private gambling dens. A variety of games available.

WORLDLINGS

CHORUS DANCER
Human. *Josephine.* Knows the layout and staff at most establishments. Wants to open her own dance hall.

BANISHED SHOEMAKER
Human. *Ugu.* Banished from Tinkerton (W5) for thieving and using magic. Stripped of his magic and remorseful.

PERFORMER HEALER
Fuddle. *Grandmother Gnit.* Works with injured singers and dancers.

CASINO OWNER
Fuddle. *Prince Puzzleton.* Owns *The Royal Sands.* Owes a significant amount of money to the Outfit.

SECRETS

PRICELESS IDOL
Jade sculpture on display in Casino (*The Jade*) lobby is a fake. Original was stolen.

OUTFIT DEBT
Human thief, *Billie,* robbed a casino but actually stole from the Outfit. Already spent most of the money.

FIGHTING RING
Changes locations weekly, and events can involve humans, captured Kalidahs, Phanfasms, and the occasional Sand Golem.

ASSASSIN HOTEL
The Regional. Safe place where assassins can rest. No violence or crime is permitted.
TOTO: 8+

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Chef / Cook
3	Security
4	Promoting
5	Managing
6	Performing (Singing)
7	Performing (Stage Magic)
8	Performing (Dancing)
9	Hospitality
10	Hospitality

D6 SECRET ORG.	
1	Assassins
2	The Outfit
3	The Outfit
4	The Outfit
5	The Outfit
6	The Outfit

Q6 South Watch

The southern garrison acts as a base of training for the Watcherfolk who will eventually go out and serve the rest of Oz.

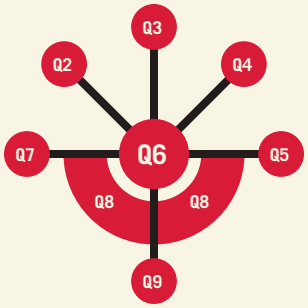


Every Watcherfolk who serves in Oz got their training at South Watch. It has the largest concentration of Watchers out of any neighborhood, but the majority of them are still in the middle of their training. Despite most not knowing how to properly button their uniform, there's still a great deal of confidence from those wearing the uniforms.

Training facilities, from physical to social, are scattered throughout the area, and so most students of the Watch are regularly out in the public eye as they go between their classes and courses. The overall effect on local business is both a respect for those in training and a duty to keep an eye out for any abuse of power. The community shares the responsibility.

SECRETS

- Olive Knight presence
- Outfit presence



WHAT'S NEARBY

Q2 Little Utensia pg. 126

Q3 Toasting pg. 128

Q4 The Warren pg. 130

Q5 Fuddleville pg. 132

Q7 Old Mill pg. 136

Q8 Forest of Fighting Trees pg. 138

Q9 Ruby Palace pg. 142

E E LINE PG. 72 ↗

Q Q LINE PG. 122 ↘

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, trumpet fanfare plays, rubber boots or leather gloves fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (Watcherfolk trainee badge, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	Rattlesnakes (Swarm)
5	1D8 Gump / Orks
6	1D4 Awgwas
7	1D4 Li-Mon-Eags
8	1D6 Gargoyles
9	2 Kalidahs
10	1D6 Kalidahs
11	1D4 Phanfasms
12	1D6 Phanfasms (Large)

D12 NPC	
1	1D6 Loons / Thists
2	1D6 Fuddles
3	1D6 Cuttenclips
4	1D6 Bunnyfolk
5	1D6 Utensians
6	1D6 Doughans
7	1D6 Clockwork Denizens
8	1D6 Wogglebugs
9	1 Human + Clockwork Denizen
10	1 Human + Utensian
11	1D6 Humans
12	1D8 Humans

Q6 South Watch

FIRST IMPRESSIONS

- Uniformed Watcherfolk everywhere
- Large, fortified stone buildings
- Oz flags flying from windows and on poles, lots of patriotism

NAMES

Erra, Roma, Hamstring, Madame Broe, Gladius, Katapu, Glenn Lamellar, Robles, Dao, Morrigan, Turris Crow, Buckler, William Still, Grim, Aventail

NAVIGATION

MAIN STREET
At Ease Street. Informally *Easy St.* Most shops, tourism, and dining located here. Abundantly decorated in Oz paraphernalia.

WATCHERFOLK BASE
Old Fort. Largest of the active training sites. Where the sleeping quarters and mess hall for new recruits are located.

MEMORIAL STATUE
The Watchers. Stone sculpture depicting Watcherfolk of various ancestries in proud poses. Plaque reads "To those who lend an eye."

WATCHER MUSEUM
Relics of battles and conflicts, stories of brave Watcherfolk, and a chance to meet those actively serving Oz. All propaganda.

EVENTS

PARADES
Marching bands. Celebrities. Politicians. The Warden of the South usually makes an appearance. All to celebrate Oz.

FIREWORKS DISPLAYS
Weekly. Small displays happen regularly, but every season there's a much larger event with market and food vendors and such.

BATTLE REENACTMENTS
Performers re-create historic battles in Oz including Dorothy against the Winged Monkeys and Jinjur's raid on the Emerald Citadel (E1).

TOWN HALL FORUMS
Monthly event where civil servants (Warden, Mayor, or representative) hear the needs of the populace.

WORLDLINGS

WATCHER-IN-TRAINING
Clockwork Denizen. *Verho.* Moved from Tinkerton (W5) to better serve their community and they believe more representation is important.

BOOT CAMP TRAINER
Human. *Jellia Jamb.* Once served Ozma herself. Mischievous when off duty and secretly supports the Objectionists.

OVERWORKED BAKER
Fuddle. *Gene.* Caters the Watcherfolk mess hall and runs a successful bakery. Exhausted but ambitious. Wants to expand into other areas of Quadling District.

RETIRED LECTURER
Wogglebug. *Josephine Glaresis.* Taught history at Wogglebug University (M5) and likes being around all these relics. Sells secrets for extra money.

SECRETS

CEREMONIAL SWORD
No one knows what ceremony it's for, but the blade is flimsy metal and covered in blood. Found in the middle of the street but kept a secret from most.

OUTFIT INFORMANT
Thist. *Cirsi-Fi.* Works as a florist delivering flowers and gets information that she passes on to the Outfit. They have incriminating evidence on her.

INTELLIGENCE BASE
A branch of the Watcherfolk is collecting information on specific targets in Oz. Why they do this is unclear, and even the Watchers are unsure of the ethics.

OLIVE KNIGHT TRAINING
Abandoned storage building. Heavily and secretly guarded. Worthy recruits are brought in and taught the ways of the Olive Knights.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Security
4	Mechanic / Technician
5	Performing (Reenactments)
6	Watcherfolk (In-Training)
7	Watcherfolk (Education)
8	Chef / Cook
9	Historian
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	The Outfit
2	The Outfit
3	The Outfit
4	Olive Knights
5	Olive Knights
6	Olive Knights

Q7 Old Mill

This charming community is protected from unfavorable weather except for the magical winds that turn soaring industrial windmills.

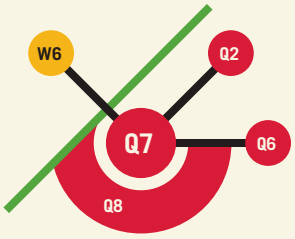


For as long as anyone can remember, the climate and weather of Old Mill has been controlled to provide optimum conditions for the Cuttenclips. No rain or ground-level gusts of wind endangering the paper people!

Instead, all the wind builds up high off the ground and is used to power the many towering windmills that dot the area. They vary in height and size, and the effect is something akin to an oversized flower garden full of colorful and ever-spinning blossoms. All are put to good use by generating power that keeps the mills, along with much of Oz, running.

SECRETS

- High magical activity
- Gargoyle invasion
- Outfit headquarters



WHAT'S NEARBY

Q2 Little Utensia pg. 126

Q6 South Watch pg. 134

Q8 Forest of Fighting Trees pg. 138

W6 Junction pg. 156

Q Q LINE PG. 122

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-15	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
16-17	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
18-20	Magical Occurrence (explosion, nearby text rearranges to communicate, origami cranes fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature rise, temperature drop, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bag of coffee, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Rattlesnakes (Swarm)
4	1D4 Awgwas
5	2 Gargoyles
6	1D4 Gargoyles
7	1D6+2 Gargoyles
8	1D12+2 Gargoyles
9	12 Gargoyles
10	1D4 Kalidahs / Gump
11	Rattlesnake (Giant)
12	A–B–Sea Serpent

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Clockwork Denizens / Thists
3	1D6 Fuddles
4	1D6 Utensians
5	1D6 Bunnyfolk
6	1D6 Doughans
7	1D6 Humans
8	1 Cuttenclip + Doughan
9	1 Cuttenclip + Fuddle
10	1 Cuttenclip + Human
11	1D6 Cuttenclips
12	1D8 Cuttenclips

Q7 Old Mill

FIRST IMPRESSIONS

- Colorful windmills emerge from industrial buildings
- Vibrant folk art murals of flora
- Picket fences and manicured gardens

NAMES

Gamon Randlett, Lacey, Blotter, Waiola, Litmus, Yoshizawa, Tai Blintz, Odalis, Aldert Crease, Kirigami, Lillian Op, Vellum, Cornelia, Christoffel, Fa

NAVIGATION

GIANT WINDMILL
The Old Mill. The largest of the windmills. Forest-green base with orange blades and white detailing. No longer in use except as a tourist attraction.

AMUSEMENT PARK
Elfling Gardens. Attractions include a "haunted" castle, fairytale forest walk, miniature village, and natural roller coaster. Mascot is a jovial elf named *Ton.*

CHEESE SHOP
Beeming Smile Cheeses. Known for their cheese paper covered in fun facts, riddles, poems, and maps. Some say there are secret messages hidden in the designs.

FLOWER GARDEN
Community garden with white fences and colorful blooms. Minded by the invite-only Old Mill Garden Club.
TOTO: 2+

EVENTS

CHEESE FESTIVAL
Seasonal. All sorts of cheese products and cheese-themed events occur. Cheese-rolling, fondue-tasting, cheese-sculpting, grilled cheese cook-offs, etc.

CRAFT MARKET
Monthly. Most vendors are amateurs or hobbyists and anything but positivity or full support is frowned upon. It's a place to share your passion.

GUIDED TOURS
Tours of the windmills. Boat tours showing the sites from a different perspective.

ELF SIGHTINGS
Locals make tiny structures (houses, cottages, replica windmills) in their gardens for "the Elves" and for folks to spot while out for a stroll.

WORLDLINGS

UNOFFICIAL LEADER
Human. *Miss Cuttenclip.* The creator of the first Cuttenclips but no longer wields that magic. Now simply a respected elder.

CHILD TOUR GUIDE
Cuttenclip. *Parch.* Affordable rates and can never get lost unless powerful magic is used. Doesn't know they have this gift.

CORRUPT WATCHERFOLK
Human. *Sullivan.* Gets paid a cut to turn a blind eye to Outfit activity and is scared that he's in too deep.

BRILLIANT ELECTRICIAN
Cuttenclip. *Denki.* Can magically manipulate electricity and repair most mechanical objects. Gifted healer for Clockwork Denizens.

SECRETS

GARGOYLE ATTACKS
Gargoyles flocking to the windmills thinking they're strange trees, stripping them of their wood. Attacking anyone who comes near them.

BAD LUCK INN
The Windy Inn. Only place bad weather happens is right here. Rain, lightning strikes, terrible winds. Due to a curse carved into a rock tucked between the basement floorboards.

POWERFUL HEADDRESS
Paper crown with ancient and indecipherable writing on the inside. No one knows the full limit of its power, but many interested parties are closing in on its location.

OUTFIT FRONT COMPANY
Local newspaper. *Fresh Ink.* Releases papers that are reprints of news from other sources. A front for illegal gambling and entertainment for the Outfit. Huge underground facility.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Farming (Flowers)
2	Maintenance
3	Milling (Paper)
4	Milling (Grains)
5	Milling (Coffee)
6	Manufacturing (Clothing)
7	Infrastructure (Energy)
8	Infrastructure (Energy)
9	Shoemaking / Cobbler
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Assassins
2	OZUltra
3	The Outfit
4	The Outfit
5	The Outfit
6	The Outfit

Q8 Forest of Fighting Trees

The towering trees of this deciduous forest can't seem to decide whether they should be growing or losing their multicolored leaves.



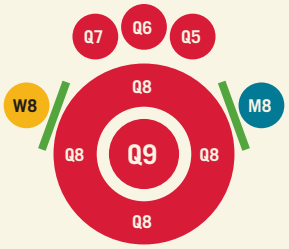
Few dare to enter the forest. Every branch is feeling, every root is listening, and every leaf is watching. Some are more active than others, but only in these southern forests is the flora as dangerous as the fauna.

Though, many have found a way to make this place their home. The great mountain houses two communities of miners who supply Oz with Radium and other metals. And there are rumors of a tiny village protected by unseen magic and full of Porcelain Folk, delicate Ozians who seclude themselves from the rest of the land.

The Forest of Fighting Trees is a place where many go to get away from the distractions and noise of the city. It may be quieter, but you're not alone.

SECRETS

- OZUltra testing and disposal sites
- Secret community of Porcelain Folk



WHAT'S NEARBY

M8 Munchkin Mountains pg. 116

Q5 Fuddleville pg. 132

Q6 South Watch pg. 134

Q7 Old Mill pg. 136

Q9 Ruby Palace pg. 142

W8 The Great Farmlands pg. 160

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-15	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
16-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, individual leaves grow to an unnatural size, rotten apples fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, temperature drop, etc.)
2	Rural danger (falling trees, quicksand, fire, etc.)
3	Area cordoned off and access is denied (land survey, risk of sinkhole, construction in progress, crime scene, etc.)
4	Abandoned supplies (hunting, camping, foraging, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (jug of cider, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D6 Hammer-Heads
5	1D6 Gargoyles
6	1D6 Kalidahs / Gump
7	1D6 Phanfasms
8	1D6+3 Fighting Trees
9	1D8+3 Fighting Trees
10	1D12+3 Fighting Trees
11	4 Fighting Trees + (Roll 1D6)
12	Zoop

D12 NPC	
1	1D6 Doughans / Fuddles
2	1D6 Wogglebugs / Thists
3	1D6 Clockwork Denizens / Loons
4	1D6 Utensians
5	1D6 Bunnyfolk
6	1 Human + Fuddle
7	1 Human + Fuddle
8	1 Human + Bunnyfolk
9	1D6 Humans
10	1D6 Humans
11	1 Porcelain Folk
12	1D4 Porcelain Folk

Q8 Forest of Fighting Trees

FIRST IMPRESSIONS

- Cool and foggy from little sunlight
- Branches and roots create natural snares
- Wet leaves dampen sound, while dry leaves telegraph every footfall

NAMES

Malus, Francis Loquat, Shigo, Conifer, Bartlett, Persimmon, Harac, Soursop, Junger Mayhaw, Sorbus, Ackley Mulch, Tamarillo, Banyan, Toyon, Cortland

AREAS

0. EDGE OF THE FOREST
The temperature drops as the feeling of claustrophobia rises. The forest seems to invite you in and shut the door behind you.

1. MOSS ROCKS
Towering rocks covered in dense patches of moss. Every shade of green imaginable. Some lean against each other, creating shelter.

2. TRICK RIVER
The river's flow regularly changes direction. Easy enough to cross as long as it doesn't change while crossing.

3. GREAT HOLLOW TREE
Leaves still grow and sap continues to flow. Door-shaped opening leads to a large pillar of space in the middle. Messages carved on the inside.

4. BIRD FOUNTAINS
Sculpted from stone and positioned to catch rainwater. Some lie empty and stained with green. Used by all manner of creatures.

5. SPIRAL STAIRS
Almost invisible from a distance because of plants and fungi growing, but clearly a staircase heading down.

6. HOPPER & HORNER MOUNTAIN
The towering mountain is mostly underground with simple paths leading to the openings. Full of Radium and other treasures mined by the Hoppers and Horners.
See pg. 140 for map

7. ABANDONED SHACK
One room with a stone chimney and feather bed. Woodshed and small garden out the back.

8. FLOWER CLEARING
A rare clearing filled with all manner of wildflowers. No poppies.

9. WOOD CARVINGS
Trees lopped off and the stumps carved into likenesses of various Oz creatures and citizens. There are still shavings near the one resembling a member of the adventuring party.

10. HAMMERHEAD HILL
Rocky hill with patches of grass and tiny flowers. Defended by the Hammer-Heads as their home. They don't like visitors.

11. OLD CIDER MILL
Abandoned but still full of useful equipment and glass jars of premium cider.

12. SNARING ROOTS
Gab and lash depending on the intentions of the travelers. Don't always immediately strike.

13. MUSHROOM WELL
Fungi grow all over the wooden roof. The pail and opening are large enough to support a child. Mushrooms are edible and safe.

14. UNDERGROUND ENTRANCE
Dying vines crawl out from the natural stone. Water can be heard from within and the air is warmer.

15. CRUMBLING TOWER
Three stories with no roof. Door is locked and there are no windows looking into the first floor.

16. MAZE OF HEDGES
Unkempt but intentionally planted. Easy enough to navigate under the right conditions. Full of lost creatures and abandoned supplies.

17. AXE TREE
Axes for all purposes left in the trunk of the tree. Surrounded by a small lake of sap that constantly bleeds from the tree's wounds.

18. PORCELAIN VILLAGE
Home of the Porcelain Folk. A great porcelain wall protects the perimeter.
See pg. 141 for map

19. GREAT WATERFALL
Towering. The swirling pool at the bottom takes you to another part of Oz. A narrow opening behind the falls leads to a gemstone-covered staircase.

20. MOUNTAIN PRISON
Radium latticework blocks the only entrance that extends deep into the rock. It's completely silent.

Beyond the Prison lies the Yellow Brick Wall and Deadly Desert.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Guide (Spiritual)
2	Guide (Tourism)
3	Biology / Botany
4	Logging
5	Healer (Natural)
6	Cartography / Historian
7	Survival / Camping
8	Hunting
9	Biology / Botany
10	Treasure-Hunting

D6 SECRET ORG.	
1	The Outfit
2	Zuminati
3	OZUltra
4	OZUltra
5	OZUltra
6	OZUltra

HOPPER & HORNER MOUNTAIN

Nearly identical in every way except appearance, the Hoppers and Horners share the same mountain cavern full of rare metals, gemstones, and other resources. Both supply the rest of Oz, and both would prefer the other community left the mountain.

GENERAL

- Expertly crafted stone structures
- Lighting is bioluminescent rocks and mushrooms
- All unmarked buildings are residential or simple shops (equipment, food, etc.)

A. DIVIDING WALL
- 100′ tall and 10′ wide
- Narrow barred windows spaced 20′ apart
- Hopper side is bone white and Horner side is painted with colorful murals

B. LOOKOUT TOWERS
- Each taller than the wall to observe the other side
- Hopper towers are snow white outside and colorful inside and Horner towers are painted in colorful stripes on the outside and eggshell white on the inside

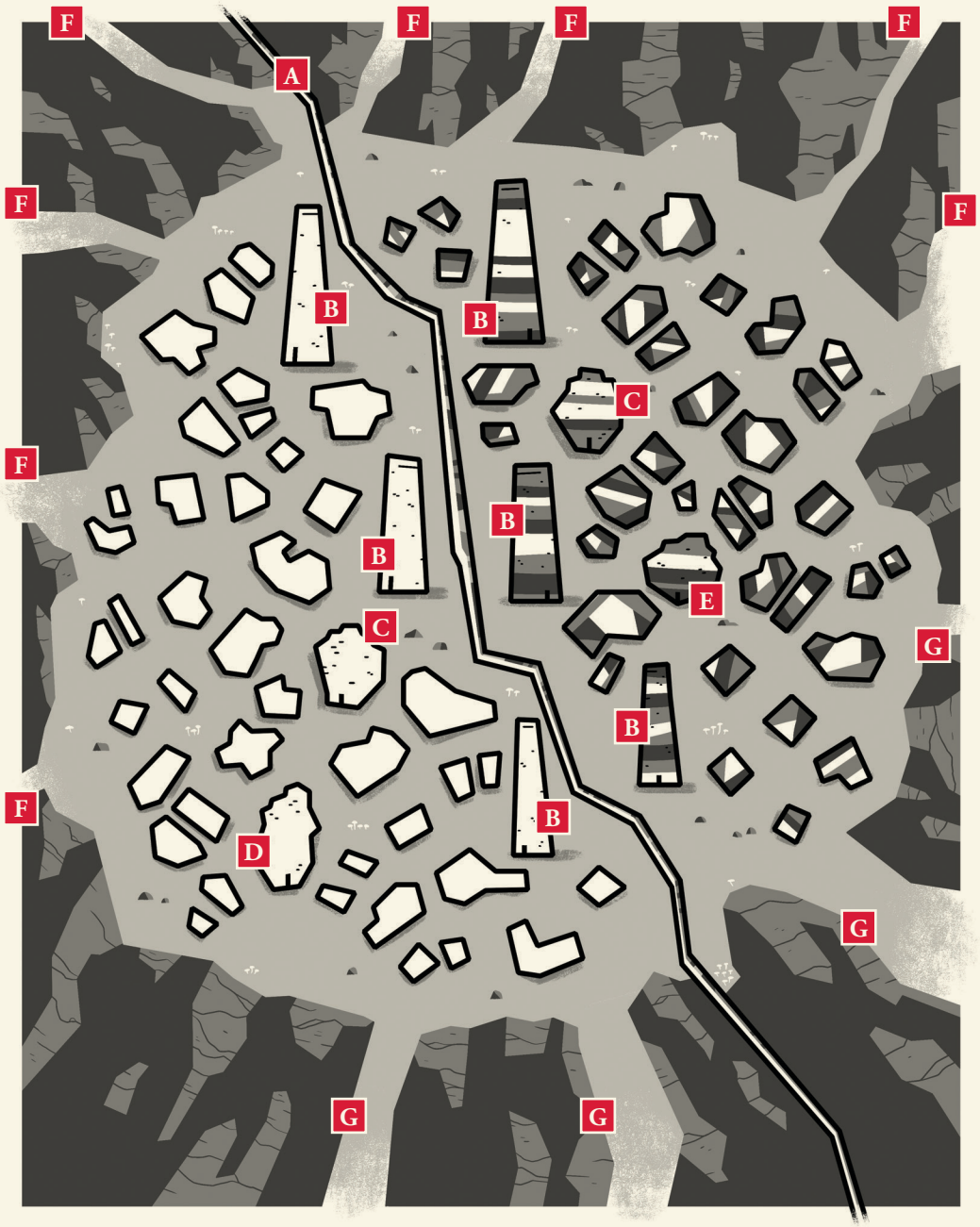
C. SUPERVISOR'S HOME & OFFICE
- Responsible for overseeing the progress of the mine
- Informal leader of the community
- Office full of tunnel maps, records of discovery, etc.
- Hopper office is ivory on the outside and lime green on the inside; Horner office is sherbet orange on the outside and vanilla white on the inside

D. HOPPER CANDY SHOP
- Salt white on the outside and vibrantly colored on the inside
- Full of all sorts of candy including rock candy, sugar crystals, and jawbreakers

E. HORNER JOKE SHOP
- Vibrantly painted on the outside and matte white on the inside (to help make the products pop)
- Full of pranks and joke items like hand buzzers, false horns, stink bombs, and noisemakers

F. MINE ENTRANCES
- Numerous and always changing

G. MOUNTAIN EXITS
- Clearly marked with paved roads



PORCELAIN VILLAGE

The small (in both size and population) village of Porcelain Folk is a well-kept secret. Few know of the community and even fewer know the secret of the delicate townsfolk.

GENERAL

- Everything scaled to Porcelain Folk (buildings roughly to 1–2′ tall)
- Streets, buildings, and trees are made of porcelain
- Cracks and breaks repaired with precious metals (mostly gold)
- All buildings not marked are residential or simple shops (art supplies, galleries and studios, etc.)

A. OUTER WALL

- 10′ tall and 5′ wide
- Polished and ornately decorated porcelain
- 2′ tall porcelain doors set into the wall

B. PORCELAIN FARM

- Porcelain cows, chickens, and goats roam the fields
- Tended by Porcelain Farmhand and Porcelain Milkmaid

C. CIRCUS TENT

- Top of the tent lifts off
- Home of Porcelain Clown

D. PORCELAIN CASTLE

- Home of Porcelain Princess
- Grand entrance connects to galleries and music rooms
- Spiral staircases lead up to bedchambers and lookouts
- Full of nobility

E. MENDER'S HOUSE

- Home of the cat-sized spider named Mender
- Repairs the injured and broken Porcelain Folk
- House and Mender are immune to undead attacks and magic



Q9 Ruby Palace

The dense forest abruptly ends at the foot of a grand rose-covered hill, and upon it sits the crimson home of the Southern Warden.



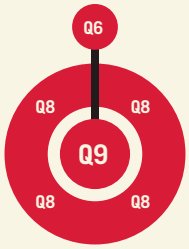
The second largest gemstone structure in Oz (next to the Emerald Citadel), the Ruby Palace stands as a grand power in the south.

While Glinda made the palace what it is today, any Warden would be lucky to call it home. Its seclusion in the Forest of Fighting Trees makes it a perfect place to focus on the duties associated with running Quadling District. The extra magic touches don't hurt either.

While kept quiet, there are countless enchantments throughout the palace. Most are rather benign, but the more powerful spells are the exclusive knowledge of the Warden. Ozma herself may not even know all that goes on behind the blood-colored doors.

SECRETS

- All manner of magic used inside the walls of the Ruby Palace



WHAT'S NEARBY

Q6 South Watch pg. 134

Q8 Forest of Fighting Trees pg. 138

FIRST IMPRESSIONS

- Towering ruby spires loom over a hill of dense and thorny rosebushes
- Mixture of welcoming beauty and subtle danger

A. HILL & OUTER WALL
- Poisonous rosebushes everywhere except the path to the gatehouse
- Wall is 50′ tall and 10′ thick
- Gatehouses to the north with a bell to summon attendant
- Complimentary red glass spectacles provided upon entry

B. WELCOME HALL
- Seating and closets all around
- Loose garments magically move to the closets, and floor immediately cleans any spills (dirt, blood, etc.)

C. SECURITY
- Simple barracks and fully staffed
- Typically all-female but it depends on the Warden

D. ARMORY
- Filled with red armor and weapons enchanted with bonuses limited to the Palace grounds
- All sounds caused by metal are magically silenced in this room

E. STORAGE & SUPPLIES
- The mundane stuff

F. BALLROOM
- Floor magically cleans any spills (wine, bile, etc.)
- Magically amplifies any voice after trying to get attention (clearing throat, saying "excuse me," etc.)

G. OFFICES
- Files magically alphabetize, beverages maintain appropriate temperature, all fires are immediately extinguished

H. RECEPTION ROOM
- The Warden can hear anything said in this room

I. THRONE ROOM
- Three-tiered dais with throne
- Magic words can teleport the Warden out of the room or everyone except the Warden into the outer rosebushes

J. WEST TOWER
- **1F**: Library (books automatically put themselves away and fires immediately snuff out)
- **2F**: Office (see **G**)
- **3F**: Ritual Room (spells cast from this room reach anywhere in Quadling District)
- **4F**: Teleportation Room (runes teleport to East Tower, Warden Tower, or anywhere in Quadling)

K. EAST TOWER
- **1F**: Greenhouse (rare roses and other flowers, poisonous plants, food for cooking, etc.)
- **2F**: Office (see **G**)
- **3F**: Laboratory (full of chemical compounds and instruments for developing magic)
- **4F**: Teleportation Room (runes teleport to West Tower, Warden Tower, or anywhere in Quadling)

L. WARDEN'S TOWER
- **1F**: Lounge, **2F**: Study, **3F**: Observation deck
- **4F**: Quiet Room (no sound)
- **5F**: Warden's apartment (Warden cannot be harmed here)
- **6F**: Teleportation Room (runes teleport to East Tower, West Tower, or anywhere in Quadling)

M. GUEST CHAMBERS
- Each chamber has bedroom, sitting room, and lavatory
- Do not require red glass spectacles

N. GAMES ROOM & LOUNGE
- Billiards, card tables, bingo
- Drink cabinet with false back hiding many potions
- Cheating is magically prohibited

O. DINING ROOM
- Gemstone chandelier
- Table made from a Sterling Apple tree from Unicorn Grove (M8)
- Knives and blades cut to their maximum efficacy in this room

Q9 Ruby Palace

GENERAL

- No elevators, just stairs and magic portals
- Patterns and details range from genial (strawberries, roses, cardinals, etc.) to intimidating (blood-soaked weapons, angry beasts, etc.)

P. KITCHEN

- Plates (and anything on them) can teleport between kitchen and ballroom
- Knives and blades cut to their maximum efficacy in this room
- Burn wounds instantly heal

Q. LOWER STORAGE

- Food, kitchen supplies, and basic needs for staff quarters

R. STAFF QUARTERS

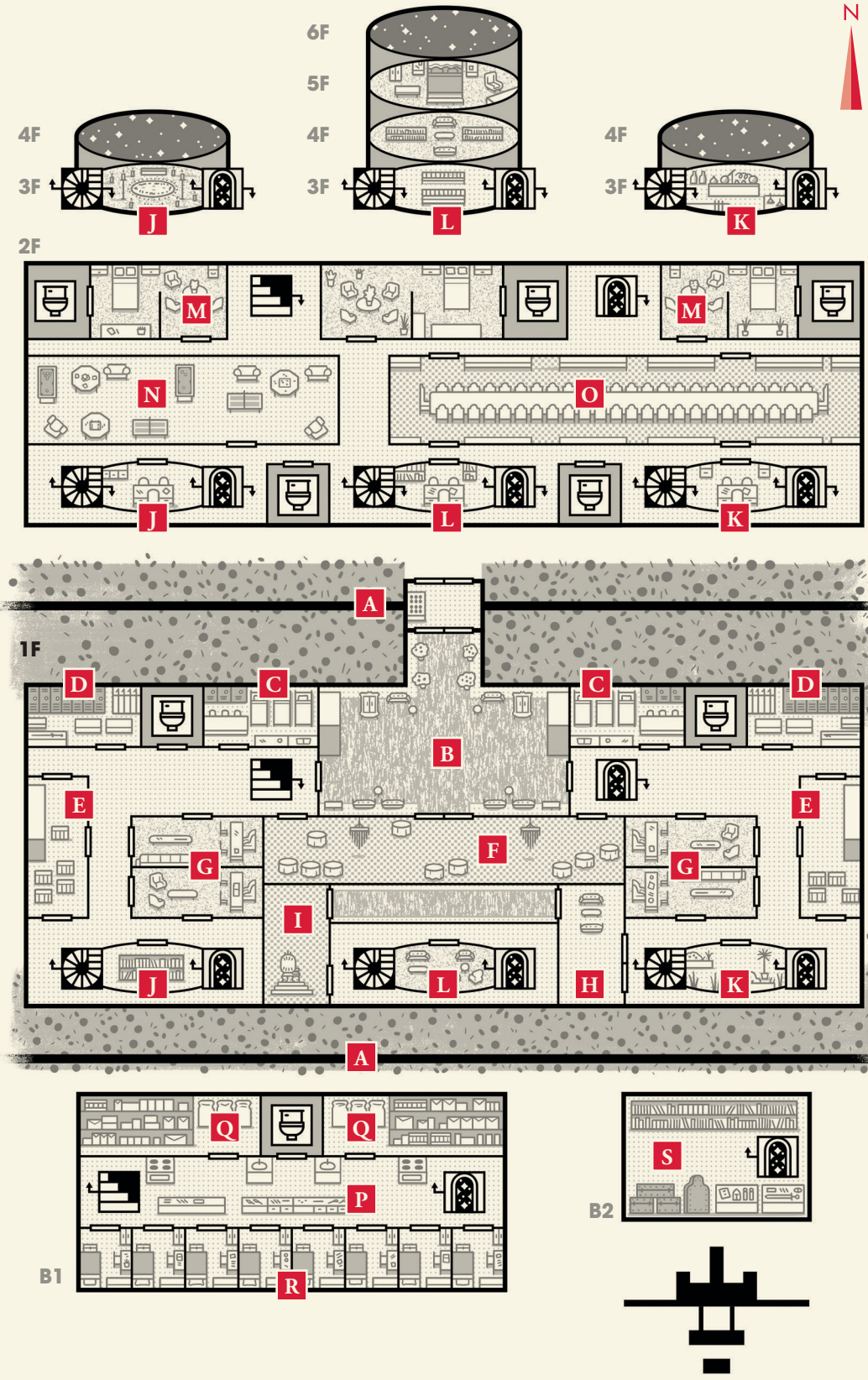
- Bed, dresser, locked chest at the foot of each bed
- Lots of spare red glass spectacles

S. WARDEN'S VAULT

- Built between two large Radium deposits
- Full of guarded objects, forbidden books, and dangerous creatures
- This room is only known to Ozma and past or present Wardens (of any District)
- Only accessible if the Warden's hand is placed onto one of the teleportation runes in the West Tower, East Tower, or Warden Tower before entering
- Any item carried out must be held with red hands (gloves, paint, etc.) or the object immediately returns to the vault
- Any magic cast in the room backfires and causes XD6 to the caster (X equals the spell level)

THE PALACE

- The Warden is likely to grant an audience to those with TOTO: 6 in at least one area of Quadling or TOTO: 3 in three Q areas
- Permanent blindness from the ruby architecture occurs after 3D6 minutes of exposure unless wearing red glass spectacles



W Underground (W Line)

The tin used across the stations and cars may be showing their age, but those who use it just care about punctuality.

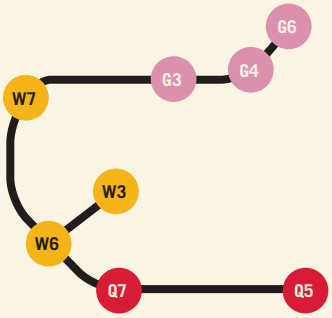


It's a wonder that the W Line continues to function as well as it does. Maybe it's a testament to good construction that doesn't need the latest bells and whistles. Everything about the stations and cars along this route are utilitarian. Wayfinding is clear and concise, surfaces can be quickly and easily cleaned, and damaged panels can be replaced when absolutely necessary. It's efficient and resourceful and partly why it's the most expansive underground line in Oz.

Those that use the line are similarly practical. Queues are orderly and seating manners are always recognized, lest you receive the ire and shame of the entire car. Politeness and kindness go far.

SECRETS

- Regularly used to smuggle crops from the Great Farmlands (W8)



STOPS

G6 **Feathertown** pg. 90

G4 **Loonville** pg. 86

G3 **Pumperdink Plaza** pg. 84

W7 **Repository** pg. 158

W6 **Junction** pg. 156

(NORTH) W3 **Pokes** pg. 150

(EAST) Q7 **Old Mill** pg. 136

(EAST) Q5 **Fuddleville** pg. 132

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, car lights change color like a rainbow, all the hand holds vanish **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (temperature drop or rise, flooding, etc.)
2	Transit danger (lights go out, tunnel collapse, creature attack, robbery, fire, etc.)
3	Construction delay (tunnel work, track repair, faulty car, etc.)
4	Crowd (busker, public brawl, celebration, etc.)
5	Merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (stack of tickets, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals
2	2D4 Animals
3	Rattlesnakes (Swarm)
4	1D8 Orks
5	1D4 Goozzle-Goblins
6	1D6+2 Gargoyles
7	1D8+2 Gargoyles
8	1D6+2 Nomes
9	1D8+2 Nomes
10	1D8 Li-Mon-Eags
11	Rattlesnake (Giant)
12	Giant / Rak

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

UNDERGROUND TICKETS

- 30 minutes travel time between stops
- 1 GP per stop including 1 transfer

W Underground (W Line)

FIRST IMPRESSIONS

- Stations have tin tiles and mosaics
- Cars are tin and chrome but are pitted and aging
- Mostly clean but could be cleaner

NAMES

Forz, Begone, Goadu, Percy Deuce, Vesci, Kalani, Ratna, A.J. Dumont, Coal, Leticia Carril, Ellington, Foley, Bloom, Wharbles, Skip Griffin



D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Mechanic (Tinner)
2	Mechanic (General)
3	Infrastructure (Water)
4	Infrastructure (Energy)
5	Banking
6	Artist
7	Tour Guide
8	Entertainment (Gambling)
9	Entertainment (Wrestling)
10	Hospitality

D6 SECRET ORG.	
1	Wogglegologists
2	Objectionists
3	OZUltra
4	The Outfit
5	Olive Knights
6	Zuminati

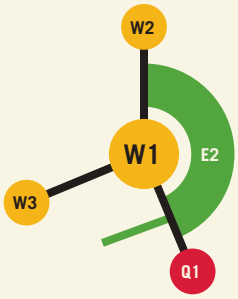
W1 Thi

This community values both living comfortably and sensational gestures of prosperity toward each other.



While Thi is not the wealthiest neighborhood in Oz, you wouldn't know it at first glance. The extravagance on display rivals that of the Emerald Citadel itself. The houses are larger, the palms are taller, and the carts are customized more than anywhere else in the land. These autonomous carts, colloquially called "Dragons," are popular and locals will find any excuse to drive.

While some might argue it's living in excess, those in the community see it as living life to the fullest. There's no guarantee that the sun will rise tomorrow, so why not take a risk, live a little, and have fun along the way? Even better if the wealth can be shared with others in a spectacular way!



WHAT'S NEARBY

E2 **Lake Quad** pg. 76

Q1 **Garden of Wild Beasts** pg. 124

W2 **West Bank** pg. 148

W3 **Pokes** pg. 150

SECRETS

- Outfit presence
- Zuminati presence

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, objects temporarily turn to gold, gold flakes fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (auto cart keys, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	Rattlesnakes (Swarm)
5	1D8 Orks
6	1D4 Goozzle-Goblins
7	1D4 Awgwas
8	1D6 Nomes
9	1D8 Li-Mon-Eags
10	1D6 Phanfasms
11	Rattlesnake (Giant)
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons / Wogglebugs
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Bunnyfolk
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1D6 Humans
8	1D6 Humans
9	1 Thist + Human
10	1 Thist + Clockwork Denizen
11	1D6 Thists
12	1D8 Thists

W1 Thi

FIRST IMPRESSIONS

- Gardens of thistles line the streets
- Buildings detailed with gilded surfaces and jewel-encrusted hardware
- Ostentatious decor, fashion, and carts

NAMES

Warren Chestnut, Prud, Takeru, Birgit, Krachie, Theodora, Miki Spine, Digger, Antron, Golic, Olerac Boone, Malcolm, Conti, Red Plume, Montgomery

NAVIGATION

CORN MANSION
Scarecrow's home after being dethroned as the King of Oz. Looks like an ear of corn. Five floors of modest living. Historical site and well protected.

GATED COMMUNITY
Garden Estates. Guarded with only two entrances/exits. The wealthiest in Thi live here. Rarely accessible to the public.

AUTOCART CUSTOMIZING
The Dragon Tamer. Paint, plate, and generally embellish autonomous carts, also called Dragons. The biggest in the business and reasonably priced.

PUMPKIN GRAVEYARD
Where Jack Pumpkinhead's pumpkins go when they start to rot. Marked by small stones, and some of Jack's memories are retained in the soil.

EVENTS

GARDEN TOURS
Wealthy homes are fenced, but tourists are allowed to marvel at their decadent landscaping. Neighbors compete with each other.

THE BEACH
Shop. Relax. Ride bikes. Midnight bonfire parties. Almost always busy, and there's always at least one celebration happening.

PRIVATE GALAS
Celebrating new business ventures, milestone birthdays, anniversaries, or simply fundraisers for the latest cause. TOTO: 3+

"DRAG" RACES
Race autonomous carts for money, pride, and ownership. Usually at night, but the boldest race under the sun.

WORLDLINGS

TAVERN OWNER
Thist. *Era Juicer.* Owns *Era's Milk Bar.* Prickly exterior, but she's a sap for those in need. Knows plenty of places to hide a body.

THISTLE FARMER
Human. *Eldon Wood.* Tends to the thistles on the public and private beach. Sees a lot of strange things but tight-lipped.

BANK MANAGER
Human. *Melon.* New to managing, and discovered strange transactions happening at her West Bank (W2) branch.

INDEBTED HANDYMAN
Bunnyfolk. *Navyk.* Helped by the Olive Knights to get away from the Outfit but now required to spy for the Knights.

SECRETS

GUILTY EDITOR
Utensian (Blade Sharpener). *Grinder Gil.* Works in The Archives (M2) at *The Daily Gozette.* Paid by the Outfit to keep their work out of the press.

MAINTENANCE TUNNELS
Water pipes keep backing up. Folks think it's a blockage. The rattles suggest a Rattlesnake swarm but it's actually a Giant Rattlesnake echoing.

CHILD IN HIDING
Thist. *Ono.* Fled from Emerald View (G1) and has escaped from numerous Watcherfolk stations. Won't say what they know or why they're running.

ZUMINATI RITUAL SITE
Empty mansion. Well maintained on the outside but no one is ever seen coming in or out. Tunnels lead in from elsewhere and it's a site of historic bloodshed.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Jeweler
4	Lawyer
5	Professor
6	Banking (Manager)
7	Physician
8	Managing (Media)
9	Managing (Media)
10	Managing (Entertainment)

D6 SECRET ORG.	
1	The Outfit
2	The Outfit
3	Zuminati
4	Zuminati
5	Zuminati
6	Zuminati

W2 West Bank

The Ozian hub of finance hums with productivity as all manner of businesspeople hustle between grand towers and banks.



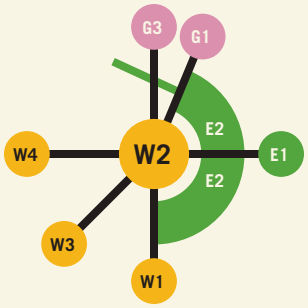
West Bank shines with modernity like the freshly minted coins from Tinkerton (W5). Streets are kept clean, windows are washed daily, and the sounds of business ring out from the great banks of Oz. If there's one thing that the folks of West Bank value, it's appearances.

While finance may be the foundation of the area, there are a great number of industries that have gained interest of late. The karaoke bars, once frequented exclusively by overworked bank staff, have exploded in popularity. So, too, have the fine dining and shopping catering to the expensive tastes of commerce.

Perhaps most surprising is the boardwalk. Full of fun and whimsy, it is a rare place where bank owners can mingle with those behind on their interest payments.

SECRETS

- Olive Knight headquarters
- Nome invasion



WHAT'S NEARBY

E1 **Emerald Citadel** pg. 74

E2 **Lake Quad** pg. 76

G1 **Emerald View** pg. 80

G3 **Pumperdink Plaza** pg. 84

W1 **Thi** pg. 146

W3 **Pokes** pg. 150

W4 **The Black Branches** pg. 152

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, objects start shouting their monetary value, Green Pennies fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bag of Green Pennies, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	Rattlesnakes (Swarm)
5	1D4 Goozzle-Goblins
6	1D4 Awgwas
7	2 Nomes
8	1D4 Nomes
9	1D6+2 Nomes
10	1D12+2 Nomes
11	12 Nomes
12	A–B–Sea Serpent / Rak

D12 NPC	
1	1D6 Loons / Bunnyfolk
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Wogglebugs
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1D6 Thists
8	1 Human + Wogglebug
9	1 Human + Thist
10	1 Human + Clockwork Denizen
11	1D6 Humans
12	1D8 Humans

W2 West Bank

FIRST IMPRESSIONS

- Ornate towers and buildings line immaculately kept streets
- Lots of gold, chrome, and glass
- Busy folks in tailored clothes

NAMES

Fortune, Elodie, Alice Scratch, Ringit, Otto Pocket, Sterling, Felix, Bayan, Mortimer Bond, Nada, Chase, Dosh, Lira Vale, Brass Cabbage, Frogskin

NAVIGATION

FLAGSHIP BANK
Diggs Bank. Largest of any bank in West Bank. Domed roof looks like a hot air balloon. Busy with multiple safes and deposit boxes. Filled with valuables.

BRONZE OZMA
Life-size statue of Ozma commemorating her return to the throne. Plaque explains this and the improvements she made to the city's infrastructure.

ECONOMIC MUSEUM
Shows the history of business in Oz. Farming in the west, Radium in the south, Oscar Diggs and the Green Pennies. Art exhibits use GP or a commentary on it all.

PRIVATE RESTAURANT
Green. Faces the Emerald Citadel (E1) with green windows and Green Pennies laid into the floor. Exclusive and invite-only. TOTO: 4+

EVENTS

BOARDWALK FAIRS
Always open. Carnival games, strange food pairings, simple rides. Some of the wealthiest bankers secretly love it here.

KARAOKE
Open to anyone but busiest after the banks close. Usually filled with stressed salaryfolk.

DRAGONETTE BOAT RACES
Teams of twenty-two paddle ornate boats (called "Dragonette Boats") around the Emerald Citadel (E1). Many teams are bank staff.

PROTESTS AND DEMONSTRATIONS
Never directly tied to any one group, but there's always a demonstration happening.

WORLDLINGS

BROKE TINNER OPERATOR
Utensian (Fork). *Oyster.* Spent all their money paying a Thieves Guild member to recover a family heirloom. Now it's all they have left. Trying to find work.

ANGEL INVESTOR
Human. *Ann Soforth.* Sold her land to support others and makes money from savvy investments. Very rich and has a keen eye for liars.

UNDERVALUED BANKER
Bunnyfolk. *Dengi.* Works at the *Bank of Oz.* Puts in long hours, knows the schedule and layout inside and out, and never seems to get a raise.

MAGICAL COOK
Human. *Babette.* Wherever she works, tips increase. Unintentionally enchanting the meals she prepares and doesn't realize she has this power.

SECRETS

INCRIMINATING BOOK
Plain leather-bound book filled with dates, names, and numbers that incriminate a secret organization. It all makes sense in the hands of the right person.

POCKET DIMENSION SAFE
Money Lender. *Fast Funds.* Office is the size of a closet but somehow always has funds ready. Lunch box–sized safe is secretly a pocket dimension that stores all of the company's valuables.

NOME THEFTS
All banks are experiencing jewel-related thefts, but no one is telling anyone else. Nomes are tunneling in underneath and taking the treasures after hours. Never hit the same bank twice.

OLIVE KNIGHT ACCOUNTANTS
Financial Horizon. Entire staff are trained Olive Knights and skilled accountants. Pour over company books to find any wrongdoings.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Security
3	Vendor (Pawn Shop)
4	Banking (Teller)
5	Banking (Manager)
6	Lending
7	Appraising
8	Accounting
9	Trading (Stocks / Bonds)
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	The Outfit
2	Thieves / Assassins
3	Sages / Bounty Hunters
4	Olive Knights
5	Olive Knights
6	Olive Knights

W3 Pokes

Known for its slow pace, the area attracts Ozians and businesses that believe slow-and-steady work stands the test of time.

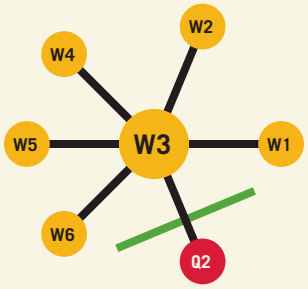


Everywhere a sign. Don't run. Don't shout. Don't muck about. The messages may be stern but the method couldn't be gentler. Endless warnings are painted in the same pastel tones as the buildings and with the same cursive or bubble letters as the storefronts. The locals have cultivated a very specific ambiance for the neighborhood.

Most are quick to smile at strangers, but that's all they do quickly. Supplies are wrapped with care, meals are prepared with love, and poisonings are done slowly so as to appear natural and unsuspecting.

SECRETS

- OZUltra testing
- Phanfasm infestation



WHAT'S NEARBY

Q2 Little Utensia pg. 126

W1 Thi pg. 146

W2 West Bank pg. 148

W4 The Black Branches pg. 152

W5 Tinkerton pg. 154

W6 Junction pg. 156

E E LINE PG. 72

G G LINE PG. 78

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-11	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
12-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, localized time distortion, all voices temporarily echo, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (broken sign, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D4 Seedlings
5	1D4 Orks
6	1D8 Orks
7	1D4+2 Nomes
8	1D4 Gargoyles
9	2 Phanfasms (Small)
10	2 Phanfasms (1 Small + 1 Large)
11	1D4 Phanfasms (Large)
12	2 Phanfasms (Large)

D12 NPC	
1	1D6 Loons / Bunnyfolk
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Wogglebugs
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1D6 Thists
8	1 Human + Thist
9	1 Human + Clockwork Denizen
10	1D6 Humans
11	1D6 Humans
12	1D8 Humans

W3 Pokes

FIRST IMPRESSIONS

- Caution signs and positive messaging everywhere
- Slow is the only acceptable speed
- Folks are patient and soft-spoken

NAMES

Bradbury, Achantina, Pilosa, Mylo, Torpid Case, Burgundy, Helix, Nadia, Nesbit, Page Folivora, Barrel, Isaac, Benford, Othni, Algy Adams

NAVIGATION

ARMLESS CLOCK
Smiles. Giant clock tower with grinning features painted on the face. Chimes on the hour but no ticking or arm movement.

COMMUNITY POOL
Pokes Wading Pool. No racing. Wading, lounging, and floating is encouraged. Aqua-aerobic classes take place here.

SNAIL GARDEN
Mostly cabbage and flowers. Some fruit trees. All covered in snails that are revered by the locals. Shells decorated using nontoxic paint.

NEIGHBORHOOD NEWSPAPER
The Nose Knows. Headquarters releases daily fliers and monthly papers recapping mundane events.

EVENTS

WALKING GROUPS
Daily, and all are welcome. Running, jogging, or even speed-walking is frowned upon.

KNITTING CIRCLES
Groups join together to cover trees, mailboxes, and more in vibrant patterns. Commissions welcomed.

STARGAZING
Some use binoculars, and some are just in it for the fresh air. A few claim to see meteor showers and falling stars.

MOLASSES FESTIVAL
Semiannually. Vendors of all types. Jars and tins. Chilled on a stick. Wrapped candies. Covered apples. Sauces and glazes.

WORLDLINGS

LIVING STATUE
Human. *Sanford.* Just a man painted gold (sometimes silver) with a top hat. Regularly goes unnoticed and sees a lot while performing on the streets.

ELDERLY KNIGHT
Human. *Sir Hokus.* Longs to defeat a Dragon or Giant. Gentle in nature and can't go more than an hour without needing to take a rest.

TINNER MECHANIC
Utensian (Silver Tongs). *Vice.* Works in Junction (W6). Thinks they've seen groups of folks disappear into the base of Smiles, the armless clock.

COOK IN HIDING
Fuddle. *Deloris.* Witnessed a crime by the Outfit in Fuddleville (Q5) and is in hiding as a cook at a local tavern, *Stew.*

SECRETS

MYSTERY MAP
The lines on this map always move, almost like a maze that's continually redrawing itself. Some think it hasn't sorted out what location to show yet. Others fear it's a guide for something else.

ESCAPED OZULTRA TEST SUBJECT
Human. *Obliti.* Grade B OZUltra Test Subject. Confused. They wander the streets looking for keys that don't exist. Passively negates magic cast within 60′.

LIVING GALLERY
Wet Paint. The building communicates by altering the exhibiting pieces (paintings change, sculptures move, etc.).

OZULTRA HOLDING CELLS
No one knows where the entrance is but potential test subjects are kept here before being transported to a larger base of operations. Radium locks and bars.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Mechanic (Tinners)
2	Metalworking
3	Toy-making (Dolls)
4	Quilting
5	Dressmaking / Tailoring
6	Gardening / Florist
7	Brewing
8	Philosophy
9	Philosophy
10	Sign Painting

D6 SECRET ORG.	
1	The Outfit
2	Zuminati
3	OZUltra
4	OZUltra
5	OZUltra
6	OZUltra

W4 The Black Branches

Gnarled tree branches reach across the rooftops and create unending shade where both taboo and illicit exchanges occur.

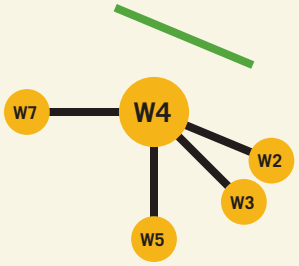


Those traveling through The Black Branches best do so with their head down. The perpetual shade creates an environment of privacy and anonymity that most in the area would like to maintain. It's one thing to be passing through and another thing entirely to be seen shopping, working, or carousing with the locals. But that's just the opinion of the law-abiders and general do-gooders.

For those comfortable with the uncomfortable, The Black Branches has a lot to offer. If there's a good or service that can't be found elsewhere in Oz, it's likely to be available here. It's just a case of knowing who to ask and how to ask them.

SECRETS

- High magical activity
- Objectionist presence
- Nome invasion
- Seedling outbreak



WHAT'S NEARBY

W2 **West Bank** pg. 148

W3 **Pokes** pg. 150

W5 **Tinkerton** pg. 154

W7 **Repository** pg. 158

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-10	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
11-15	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
16-17	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
18-20	Magical Occurrence (explosion, outbreak of magical darkness, pitch-black leaves fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bloody dagger, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D4 Seedlings
5	1D8 Seedlings
6	1D4 Goozzle-Goblins
7	1D4 Awgwas
8	1D4+2 Nomes
9	2D4+2 Nomes
10	1D4 Phanfasms
11	A–B–Sea Serpent
12	Giant / Rak

D12 NPC	
1	1D6 Loons
2	1D6 Thists
3	1D6 Doughans
4	1D6 Fuddles
5	1D6 Utensians
6	1D6 Bunnyfolk
7	1D6 Cuttenclips
8	1D6 Middlings
9	1D6 Clockwork Denizens
10	1D6 Wogglebugs
11	1D6 Humans
12	Roll 2D12 (1 of each)

W4 The Black Branches

FIRST IMPRESSIONS

- Almost no light gets through black branches overhead
- Dark buildings and closed doors
- Uninviting stares and whispering

NAMES

Coakley, Darcy, Narine, Bigtooth, Blagden, Cary Grim, Mahogany, Nerve, Laela Morris, Vine, Risna Nox, Gethwin, Sullivan, Snakebark, Edhem

NAVIGATION

GREAT BLACK TREE
Old Maple. Center of the neighborhood. Black bark reaches up and over all the buildings. Creates near-constant shade.

WAX MUSEUM
Madame Bonnuit's Waxworks. Vibrant signage and full of big personalities. Will start sculpting players' characters at TOTO: 4.

WATCHERFOLK STATION
Heavy bars and doors. Full of confiscated contraband and temporarily jailed criminals until they're taken to the Judicial Quarter (M1).

MAGIC FORGE
Soot & Sunder. Modest and mundane forge to most, but those in the know can get magical weapons and armor here.

EVENTS

STREET GAMBLING
Almost always a grift, but if the target is useful, then the dealer will be kind. Pickpocketing is common during a game.

CANDLE WALKS
Weekly ritual for locals to walk with lit candles from their home to *Old Maple* in honor of the protection the tree provides. Happens at dusk.

WATCHERFOLK WATCHING
Sometimes called *Peeping.* News spreads quickly of Watchers in the area and everyone hides and watches the befuddled civil servants wander the empty streets.

UNDERGROUND CIRCUS
Eclipse's Underground Circus. All manner of strange and dangerous events happen here. Dancing Kalidahs, contortionists, speaking with the dead, etc.

WORLDLINGS

FRIENDLY LAMPLIGHTER
Human. *Toby Estaire.* Works all hours of the day. Hears all manner of voices coming from the grates in the ground (Nomes).

CHILD PICKPOCKET
Human. *Smudge.* Leader of a small group of pickpockets that will steal anything to trade for food, shelter, and books.

BEEKEEPER
Thist. *Aifa.* Lives on the border between The Black Branches and Repository (W7). Wants to transport a colony to the Great Farmlands (W8).

SORCERESS OF DARKNESS
Human. *Gloma.* Creates and controls indescribable darkness. Knows all that goes on in The Black Branches.

SECRETS

NOME CAVE-INS
Three buildings in a row have collapsed and no one can find the cause. Due to Nomes tunneling underground.

LIVING DOLL
Peg Amy. Once Ozma's toy before being brought to life. She wants to return to the Princess. Worried she'll be turned back into an inanimate doll if discovered.

SAP OF SECRETS
Sap from *Old Maple* has magical properties. Rumors say it allows you to walk between shadows. Others claim it grants forbidden knowledge.

OBJECTIONIST BASE
Basement of *Votive's Candles* hides a tunnel that leads to the base of operations. Many leaders congregate here.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Arborist
2	Lamp Lighting
3	Candlestick Making
4	Peddler (Books and Scrolls)
5	Peddler (Syrups and Sugars)
6	Peddler (Rare goods)
7	Peddler (Charms / Curses)
8	Hospitality / Entertainment
9	Thief / Con Artist
10	Smuggling

D6 SECRET ORG.	
1	Olive Knights
2	Objectionists
3	Objectionists
4	Objectionists
5	Objectionists
6	Objectionists

W5 Tinkerton

Ornate clocks and tin sculptures fill the cramped streets surrounding the factory where Oz's Green Pennies are manufactured.



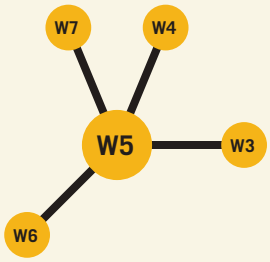
Tinkerton is as packed and tightly wound as a clock. With the routine of producing Oz's Green Pennies, along with being number one in tinsmithing, there's a lot riding on the neighborhood's reputation.

This isn't to say there's no time for merriment and mischief. No. The best downtime is a result of efficiently using the hours dedicated to work.

It's no wonder that numerous Clockwork Denizens call Tinkerton their home. There's something comforting about clearly separating business and pleasure while treating both with equal intensity. It's brilliant binary.

SECRETS

- High magical activity
- Sage Guild headquarters



WHAT'S NEARBY

W3 **Pokes** pg. 150

W4 **The Black Branches** pg. 152

W6 **Junction** pg. 156

W7 **Repository** pg. 158

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-10	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
11-15	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
16-17	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
18-20	Magical Occurrence (explosion, object completely disassembles then reassembles, green coin blanks fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (tin trinket, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws (Swarm)
4	1D8 Orks
5	1D6 Goozzle-Goblins
6	1D4 Awgwas
7	1D4 Seedlings
8	1D6 Li-Mon-Eags
9	2D4+2 Nomes
10	1D6 Phanfasms (Small)
11	1D6 Phanfasms
12	Giant / Rak

D12 NPC	
1	1D6 Loons / Bunnyfolk
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Wogglebugs / Thists
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1 Human + Thist
8	1 Human + Clockwork Denizen
9	1D6 Humans
10	1D6 Humans
11	1 Human + Tinner
12	Tinner + (Roll 1D10)

W5 Tinkerton

FIRST IMPRESSIONS

- Tightly packed buildings and shops
- Armored transports travel between dignified buildings
- Constant ringing of tinsmithing

NAMES

Negrolis, Karna, Rostam, Sigmund Zer, Tomaso, Horatio Gallet, Pula, Saboy, Mathiesen Sun, Beaucourt, Florn, Egor, Burgos, Svalinn, Crocea Mors

NAVIGATION

CLOCK & COIN SCULPTURE
Green Gears. Clock with exposed gears made of oversized Green Pennies.

OZ MINT
Heavily patrolled and guarded. Small public museum showcasing equipment and various iterations of the penny with Oscar Diggs, Scarecrow, and Jinjur as ruler.

TINNER FACTORY
West Motor Company. Produces and distributes most of the commercial Tinners in Oz. Logo is three gears around the letters "W," "M," and "C."

TAVERN
The Oil Can. Wide supply of materials for Clockwork Denizens and beverages for those with thirst. Pointed tin roof.

EVENTS

AXE FESTIVAL
Seasonal. Axe-throwing and log-cutting competitions. Market with smiths and sharpeners. Cooking competitions.

COIN COASTERS
Intricate machines of all sizes. Feed a Green Penny at the entrance and watch it roll along elaborate paths (up and down hills, spirals, etc.). Very complex.

MECHANICAL PARADES
Large moving sculptures, bands, and individual costumes. Big draw to the neighborhood.

TINNER BRAWLS
Not strictly legal but usually overlooked. Like boxing inside big machines. Three events on each bill and usually happens once a month at a rotating location.

WORLDLINGS

ELDERLY HANDYMAN
Human. *Mr. Dooit.* Can fix, build, and invent mostly anything for the right price. Especially skilled with tin.

DISCONNECTING MAN
Human. *Karma Part.* Can disconnect and remotely control any part of his body. Very open about this. Sticks to his word.

CHILD MECHANIC
Utensian (Cocktail Fork). *Garnish.* Uses her small size to fit into machines and hard-to-reach places for repairs. Expensive rates.

MASTER TINSMITH
Clockwork Denizen. *Moto.* Skilled engineer and fascinated by flight and flying creatures. They collect taxidermied wings.

SECRETS

HESITANT SAGE
Cuttenclip. *Chenae.* Gets visions but isn't sure what they mean. Sometimes she sees events about to happen. Sometimes she can intervene and change them. Not sure who can help.

PORTAL ENTRANCE
Located inside an out-of-use forge. Going inside takes you to another part of Oz, but it's inconsistent and it's a one-way trip. Handy for getting rid of evidence.

CURSED SMITHY
Terrible deeds happen here and locals fear it's cursed. Actually a pair of Awgwas in the attic that influence bad deeds and conflict over pricing.

TRANSFORMATION SPECIALIST
Human. *Reera the Red.* She can transform anything but can only do it one time. This doesn't apply to herself. Sometimes appears as a large ape.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Tinsmith Supplies
3	Clockmaking Supplies
4	Trinkets / Toys (Tin)
5	Clockmaker
6	Mechanic
7	Tinsmith (Mentor)
8	Tinsmith (Master)
9	Minting
10	Hospitality /Entertainment

D6 SECRET ORG.	
1	Zuminati
2	OZUltra
3	Wogglegologists
4	Sages
5	Sages
6	Sages

W6 Junction

Most modern conveniences in Oz are thanks to the network of public utilities that sprawl out from this dedicated base of operations.

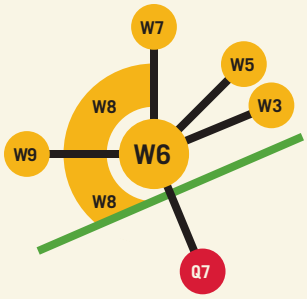


Oz wouldn't function if it weren't for Junction. This neighborhood is home to most of the infrastructure that expands out to the rest of the urban areas. Water treatment, energy, and even much of the garbage collection is sorted here. If an Ozian ever mentions something getting taken away or disappearing, it's actually ending up here.

This means Junction has a high population of folks considered jacks-of-all-trades. Those who can see a problem before it becomes a disaster. The ones who don't lose their head when confronted with a mess. Folks who understand that the weight of modern convenience rests on their shoulders. They simply roll up their sleeves and get to work.

SECRETS

- Seedling outbreak
- Gargoyle invasion
- Objectionist presence



WHAT'S NEARBY

Q7 **Old Mill** pg. 136

W3 **Pokes** pg. 150

W5 **Tinkerton** pg. 154

W7 **Repository** pg. 158

W8 **The Great Farmlands** pg. 160

W9 **Tin Keep** pg. 164

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, pipes start whistling a tune, wrenches and tools fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, windstorm, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (toolbox, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D12 Orks
4	1D6 Goozzle-Goblins
5	1D6 Nomes
6	2 Seedlings
7	1D12 Seedlings (Small)
8	1D6 Seedlings (Large)
9	1D8 Gargoyles
10	1D8+2 Gargoyles
11	1D6 Phanfasms
12	Giant

D12 NPC	
1	1D6 Loons / Bunnyfolk
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Wogglebugs / Thists
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1 Human + Thist
8	1 Human + Clockwork Denizen
9	1D6 Humans
10	1D6 Humans
11	1 Human + Tinner
12	Tinner + (Roll 1D10)

W6 Junction

FIRST IMPRESSIONS

- Canals and pipes extend from large buildings and hum with perpetual use
- Constant construction or repair
- Hardworking folks know their worth

NAMES

Elliot, Ginvera, Uncle Grit, Condy, Harappan Hinge, Turbid, Nikola, Jora, Floc, Latimer, Herodotus Snow, Sludge, Faraday, Laguna, Bolivar Braze

NAVIGATION

W LINE STATION
Most impressive entrance to the Underground in Oz. Interior is like a ballroom with star chart ceiling. Businesses on top floor. Sculptures and clocks everywhere.

COMMERCIAL PIPE MANUFACTURER
Hiergargo Tubes. Water, sewage, excavation for the underground. Logo is a shooting star.

COOKIE SHOP
Cayke's Cookies. Loves Junction but plans to expand to Toasting (Q3). The secret to the shop's success is the diamond-studded baking pans they use.

COMMUNITY GARDEN
Tucked away from most and only known by locals. Busy every day of the week and full of fresh produce.

EVENTS

FESTIVAL OF LIGHTS
Both entertainment and practical. Researchers test the power of new forms of lights while onlookers get a vibrant visual display.

CANAL BOAT RIDES
Casually drift along the many offshoots of the river. Some routes are scenic and others are for factory runoff.

MURAL WALKS
Self-guided. Many contain inside jokes, local history, and secret messages. Plaques credit the artists involved.

FACTORY TOURS
Mostly a superficial marketing ploy but some occasionally allow glimpses into the full process. Typically end in a gift shop.

WORLDLINGS

WATER RESEARCHER
Clockwork Denizen. *Ellum Sil.* Knows the canal network like the back of their hand. Noticed strange crops growing in the area.

SAFETY INSPECTOR
Frog. *Frogman.* Dresses well and commands a room. Knows very little about whatever he's inspecting.

ROOFTOP GUIDE
Utensian (Spoon). *Artis.* Loves exploring the local rooftops. Friendly with the Gargoyles and a fluent signer. Timid.

TINNER AFICIONADO
Clockwork Denizen. *Jiyi.* Knows where most Tinners are currently used, their role, and their owner. Passionate.

SECRETS

INFESTED BUILDING
Community building is overrun with Seedlings. Plants grow in abundance inside and out. Beautiful but dangerous.

UNCLAIMED SPEAR
Found in a Gargoyle, and the weapon is constantly cold to the touch. Head is a yellow diamond and the shaft is wood from the northern forests. It whispers to whomever holds it, but the words are unintelligible.

INHERITED RESPONSIBILITY
Human. *Guinevere.* Third generation responsible for guarding the stone tablet located in her family's vault. Never lets the keys out of her sight. Fears she's being followed.

MAGIC OBJECTIONISTS CELL
Those wielding magic have congregated here with the intent of overthrowing the current power structure. Not yet ready to act but they soon will be.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Mechanic
3	Operator
4	Deliveries
5	Bookkeeping
6	Waste / Recycling
7	Infrastructure (Water)
8	Infrastructure (Energy)
9	Safety Inspection
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Sages
2	Sages
3	Objectionists
4	Objectionists
5	Objectionists
6	Objectionists

W7 Repository

Spacious warehouses shelter all manner of reserves and stretch endlessly across this industrial neighborhood.

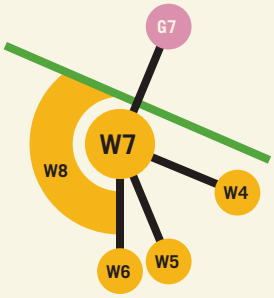


The wide streets may seem inviting, but Repository is very secretive. Windows are narrow and frosted. Perimeters are fenced and patrolled. Staff wear badges and proof of clearance that they protect with their life. Every business and warehouse surveils their goods like a bank protecting its money.

Contrasting this is the rampant repurposing of the older and unused buildings. A small pocket of entertainment is cropping up among the cold squares of industry, and it can lead to unintentional conflict. The last thing a warehouse worker wants to deal with on their way home from a night shift is a group of young partygoers looking for more fun.

SECRETS

- Nome invasion
- Seedling outbreak



WHAT'S NEARBY

G7 **Gugu Park** pg. 92

W4 **The Black Branches** pg. 152

W5 **Tinkerton** pg. 154

W6 **Junction** pg. 156

W8 **The Great Farmlands** pg. 160

W W LINE PG. 144

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-12	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
13-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, steel beams grow out of the ground, empty crates fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Urban danger (architecture collapse, debris falls from above, robbery, building fire, etc.)
3	Construction delay (road work, building repair, demolition, etc.)
4	Crowd (merchant sale, public brawl, celebration, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (warehouse keys, purse, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	1D12 Orks
4	1D6 Goozzle-Goblins
5	1D8 Gargoyles
6	2 Seedlings
7	1D12 Seedlings (Small)
8	1D6 Seedlings (Large)
9	1D6+2 Nomes
10	1D8+2 Nomes
11	2 Phanfasms (1 Small + 1 Large)
12	Giant

D12 NPC	
1	1D6 Loons / Bunnyfolk
2	1D6 Utensians / Doughans
3	1D6 Cuttenclips / Fuddles
4	1D6 Wogglebugs / Thists
5	1D6 Clockwork Denizens
6	1D6 Clockwork Denizens
7	1 Human + Thist
8	1 Human + Clockwork Denizen
9	1D6 Humans
10	1D6 Humans
11	1 Human + Tinner
12	Tinner + (Roll 1D10)

W7 Repository

FIRST IMPRESSIONS

- Muffled noise echoes from inside large buildings with tiny windows
- Lightly populated
- Machines busy at work or sitting idle

NAMES

Portage, Bretton Woods, Saleesh, Kellyspell, Tank, Astoria, Vic Hudson, Sog, Battuta, Chevalier, Olmec, Cherry, Barron Cargo, Tekko, Barovier

NAVIGATION

TRENDY STREET
Preservation Street. Lined with warehouses converted into restaurants, bars, clubs, and even some modern living. Trendy.

ANTIQUES WAREHOUSE
Honest Ethel's Antiques. Giant warehouse full of quality antiques, hoarded collections, and undiscovered treasures.

TINNED FOOD WAREHOUSES
Cando Goods. Canning empire with multiple warehouses. Logo is a silver thumbs-up.

JUNKYARD
Jam's Junkyard. Owners are never around and staff turn a blind eye to most of what comes in and out. Pays good GP for Radium.

EVENTS

CLEARANCE SALES
Monthly sale of excess goods. Unbeatable prices on high-ticket products mean conflict regularly breaks out between customers.

STREET PARTIES
Businesses close and the wide streets open up to concerts, food festivals, and other live entertainment.

NIGHTLIFE
Warehouses converted to dance halls, discos, nightclubs, and roller rinks. Typically close at dawn.

AUTOMATED TINNER BRAWLS
Machines controlled from a safe location. Rules require all attending to place a bet.

WORLDLINGS

MECHANIC'S APPRENTICE
Bunnyfolk. *Ispravit.* Studying under mentor, *Stary.* Both are skilled and have access to the Tinners in many warehouses.

GRUMPY COOK
Clockwork Denizen. *Range.* Can't sort out why their vegetable supply is always short (the supply garden is infected with Seedlings).

SQUIRREL KING
Squirrel. *Walter Red.* Owns warehouses storing lumber and nuts. Not taken seriously by other business owners but a very savvy investor.

FEUDING DRIVER
Human. *Sever.* Always second to arrive to deliveries. Their rival, *Hammer,* is paying Nomes to collapse roads and cause trouble on Sever's routes.

SECRETS

FRONT COMPANY
Ozgoode's Goods. No one knows what they actually do, but everyone has a theory. Lots of carts seen entering and leaving. Staff are friendly and claim it's nothing more than nuts and bolts.

SENTIENT INSTRUMENT
Violin. Trying to find its bow while avoiding getting purchased. Thinks it has the power to lull a Dragon or even the Rak to sleep. Maybe it can.

DISCOVERED MAP
The grooves on this flagstone are slowly getting longer. It's a Nome tool used for keeping track of their tunnels. Nomes know it's missing.

COMMUNICATION SITE COVER-UP
Weather Supply Superstore. Claims the equipment on the roof is for tracking weather. Actually for sending messages to an undisclosed location.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Maintenance
2	Mechanic
3	Operator
4	Barrel-making
5	Metalworking
6	Woodworking / Carpentry
7	Deliveries
8	Bookkeeping
9	Sales / Retail
10	Hospitality / Entertainment

D6 SECRET ORG.	
1	Objectionists
2	Thieves / Assassins
3	Bounty Hunters
4	The Outfit
5	Olive Knights
6	Zuminati

W8 The Great Farmlands

The vast expanse of crops resembles modern geometric art as polygons of color are divided by narrow paths, fences, and trees.

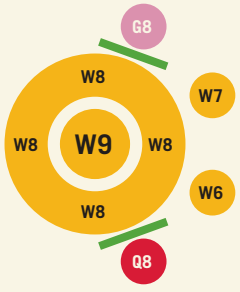


No one would argue the importance of the Great Farmlands. It's not the only source of food in Oz, but it is certainly the largest and most depended upon. Crops includes fiber crops (for textiles and paper), oil crops (for fuel and machinery), food crops (most of what's eaten in Oz), and ornamental crops (flowers and plants for gardening).

While delicately balanced, the Farmlands do boast one disorderly trait: the fields endlessly shift on their own. Whether this is the land of Oz rotating the fields for good soil health or just having a bit of fun, it's something that most of the farmers and machinery mechanics have come to accept.

SECRETS

- Zuminati ceremonial grounds
- Seedling outbreak
- Pockets of illegal crops grown in hidden locations



WHAT'S NEARBY

G8 Forest of Winged Monkeys pg. 94

Q8 Forest of Fighting Trees pg. 138

W6 Junction pg. 156

W7 Repository pg. 158

W9 Tin Keep pg. 164

D20 ENCOUNTER	
1-2	No Encounter
3-8	Area Effect
9-15	Creature (**Roll CREATURE** and **MOOD** or **STATUS**)
16-17	Non-Player Character (**Roll NPC** and **MOOD** or **STATUS**)
18-19	Secret Agent (**Roll SECRET ORG.** and **GUILD** for alias)
20	Magical Occurrence (explosion, weeds grow to unnatural size, clods of soil fall from above, or **Roll MAGICAL OCCURRENCES** pg. 192)

D12 AREA EFFECT	
1	Change in environment (fog, thunderstorm, sinkhole, etc.)
2	Rural danger (sinkhole, irrigation pipe burst, mudslide, etc.)
3	Area cordoned off and access is denied (land survey, risk of sinkhole, construction in progress, crime scene, etc.)
4	Abandoned supplies (tilling, harvesting, mechanic's tools, etc.)
5	Caravan, merchant, or prominent figure (**Roll GUILD**)
6	Player Characters are recognized (**Roll NPC** and **MOOD** or **STATUS**)
7	Overhear a conversation about life, love, or work (**Roll GUILD**)
8	Overhear a conversation about politics (Ozma, Warden, Mayor, etc.)
9	Find something (bones in soil, wallet, or **Roll LOOT** pg. 191)
10	Proposition (rambling and incoherent, sell or show a secret, lure into an ambush, or **Roll RUMORS** pg. 196)
11	1D4+1 Watcherfolk on patrol
12	Appearance by the District Warden, Mayor, or representative

D12 CREATURE	
1	1D4 Animals (Small)
2	1D4 Animals (Med./Large)
3	Jackdaws Swarm
4	1D12 Orks
5	1D8 Goozzle-Goblins
6	2 Seedlings
7	1D12 Seedlings (Small)
8	1D6 Seedlings (Large)
9	1D4+2 Nomes
10	2 Phanfasms (1 Small + 1 Large)
11	Giant
12	1D4 Giants

D12 NPC	
1	1D6 Bunnyfolk / Fuddles
2	1D6 Wogglebugs / Thists
3	1D6 Clockwork Denizens
4	1D6 Clockwork Denizens
5	1D6 Clockwork Denizens
6	1 Human + Thist
7	1 Human + Clockwork Denizen
8	1D6 Humans
9	1D6 Humans
10	1 Human + Tinner
11	1 Human + Tinner
12	Tinner + (Roll 1D10)

W8 The Great Farmlands

FIRST IMPRESSIONS

- Rolling hills of all colors
- Organized blocks dotted with trees and farming machinery
- No two trips are ever the same

NAMES

Okra, Grassley, Salt Brimley, Fonio, Iris, Holcomb, Marguerite, Crocus, Sorghum, Goosefoot, Filbert Bean, Amaranth, Wendell, Taramira, Shea

AREAS

0. EDGE OF THE FARMLANDS
Paths bisect fodder crops leading to and from the Yellow Brick Roads.
Nearby: Nothing but inedible corn

1. SEEDING FIELDS
Delicate fields. Rich soil with just the hint of growing crops.
Nearby: Soybeans, Mustard, Canola

2. THE GARAGE
Large red warehouse. Farming Tinners and other machines are constructed and repaired here.
Nearby: Wheat, Oats, Grains

3. WEATHERVANE
Towering structure made of tin and gold. Large metal base with a Radium door and lock. No one knows where it goes.
Nearby: Alfalfa, Flax, Cotton

4. FISHING POND
Lots of signs stating this isn't the Truth Pond. Safe for swimming, cooking, and drinking.
Nearby: Milkweed, Jute, Hemp

5. MARSHLANDS
Water everywhere and only a few feet deep. Still deep enough to drown in or hide a body.
Nearby: Bamboo, Rice, Sugarcane

6. CROP CIRCLE
Naturally growing concentric circles of crops. Some say a portal lies at the center of it all.
Nearby: Lentils, Chickpeas, Beans

7. FALLOW FIELDS
Fields left to rest for a season. Old crops tilled into the soil.
Nearby: Peanuts, Lima Beans, Peas

8. OLD RELIABLE
Automated Tinner that plows without stopping. Never once needed a repair.
Nearby: Olives, Grapes, Vine Crops

9. VIEWING ROCK
Large flat rock that breaks up the crops and glows during a full moon.
Nearby: Figs, Plums, Fruits

10. THE GREAT ORCHARD
Rows upon rows of fruit trees. Great apple tree sits at the center.
Nearby: Lemons, Peaches, Fruits

11. MERRY-GO-ROUND MOUNTAINS
Striped mountains that slowly spin. Said to inspire those without direction or purpose.
Nearby: Walnuts, Pecans, Nuts

12. THE HUNGRY HILL
Crops seem to either disappear or wither and die just before they're ready to be harvested.
Nearby: Beets, Carrots, Ginger

13. CORN MAZE
Ever-changing maze that seems to help or hinder, depending on the intentions of those who enter.
Nearby: Corn

14. SEED BANK
Modest building leads to an expansive underground bunker for storing crop seeds. Heavily guarded.
Nearby: Onion, Garlic, Bulbs

15. BEAR GROVE
Small cluster of trees where stuffed bears live. Ruled by a lavender bear, and they all live in hollow trees. Reclusive and distrustful of Ozians.
Nearby: Spinach, Lettuce, Greens

16. SUN TOP MOUNTAIN
The only proper road for miles leads up the mountain to a secluded fortress. No gates or signs.
Nearby: Sage, Thyme, Spices
See pg. 162 for map

17. LAKE & ISLAND
A small cabin sits on the island and there's a dock with a boat.
Nearby: Broccoli, Cabbage, Chard

18. OVERSIZED CROPS
The crops here grow unnaturally large but they appear to be edible.
Nearby: Potatoes, Yams, Turnips

19. SALT FLATS
Looks like snow.
Nearby: Cinnamon, Nutmeg, Squash

20. THE TRUTH POND
High brick wall and plaques warn of what's inside. The pond breaks enchantments but compels the bather to only speak the truth. Heavily protected.
Nearby: Tulips, Lavender, Flowers
See pg. 163 for map

Beyond the Pond lies the Yellow Brick Wall and Deadly Desert.

D10 MOOD	
1	Polite / Rude
2	Energetic / Lethargic
3	Confused / Certain
4	Helpful / Incompetent
5	Compliant / Stubborn
6	Playful / Serious
7	Confident / Frightened
8	Calm / Rowdy
9	Cautious / Impulsive
10	Friendly / Confrontational

D10 STATUS	
1	Busy / Bored
2	Young / Elderly
3	Merchant / Customer
4	Entering / Leaving
5	Bully / Bullied
6	Early / Late
7	Searching / Hiding
8	Healed / Injured
9	Wealthy / Poor
10	Law / Criminal

D10 GUILD	
1	Harvesting
2	Harvesting
3	Harvesting
4	Mechanic
5	Field Preparation
6	Pest Control
7	Water Quality
8	Soil Inspection
9	Crop Health
10	Research and Development

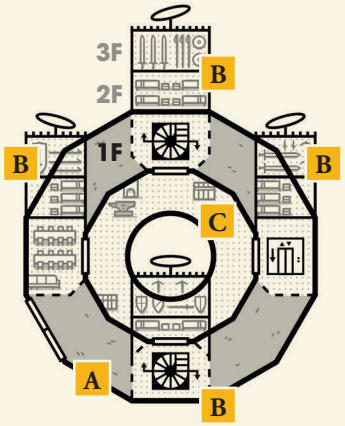
D6 SECRET ORG.	
1	Objectionists
2	OZUltra
3	Olive Knights
4	Zuminati
5	Zuminati
6	Zuminati

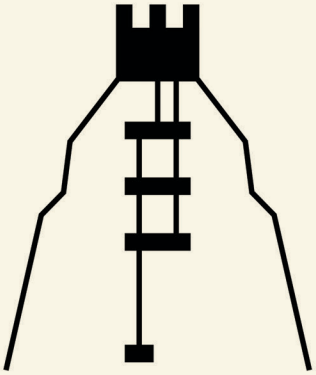
SUN TOP MOUNTAIN

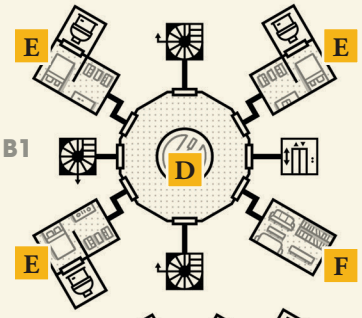
Carved out of this solitary peak is the great Sun Top Fortress. No one knows its origins, but the secrets held within are legendary. It's the only place in Oz to master solar power, and many would love to get their hands on anything that could help them replicate this technology.

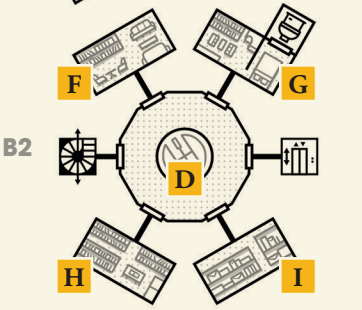
GENERAL

- Yellow-tiled floor and painted stone walls
- Paintings of sunflowers, roosters, constellations, and sundials
- Ceiling lights can switch between ambient and spotlight

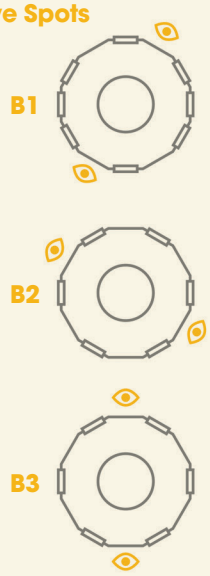


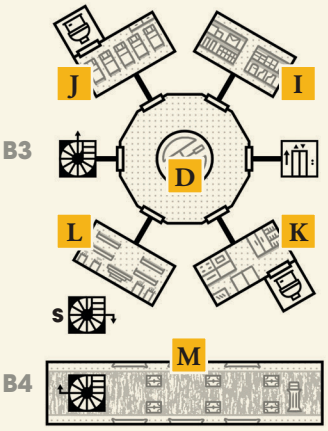






Eye Spots





A. GATEHOUSE & WALL
- Stone doors with no windows
- Wall is 80′ tall and 10′ thick

B. TOWERS
- All four towers the same and connect to each other by corridors carved into wall (**A**)
- **1F**: Mess hall and guard lounge
- **2F**: Barracks
- **3F**: Storage and armory
- Each tower topped with a mirror to reflect sunlight into the lens in the middle of the bailey (**C**) or blind enemies scaling the fortress

C. BAILEY
- Stable, small forge, and storage
- Giant hole in center fitted with tempered glass lens

D. CENTRAL MIRRORS
- Two mirrors on rotating platform
- Mirrors reflect light from glass lens to sunflower chargers above doors and elevator entrances
- Positions on platform marked and numbered like a clock
- If central mirrors on multiple floors are in the same position, only the highest level will reflect light from the bailey

E. GUEST QUARTERS
- Bedroom, sitting room, lavatory

F. LOUNGE
- Seating and small tables
- Games and musical instruments

G. PRIMARY QUARTERS
- Bedroom, sitting room, lavatory
- Secret exit in lavatory leads to sewage tunnels that exit to base of the mountain
- Secret vault is accessed if light through the door is redirected onto the portrait of the only wilted sunflower in the fortress

H. LIBRARY
- Full of scientific journals about light, photosynthesis, and harnessing the power of the sun

I. STORAGE
- Food, linens, weapons and armor, replacement components for the sunflower chargers

J. STAFF QUARTERS
- Sleeping area and lavatory
- Drains lead to sewage tunnels that exit to base of the mountain

K. KITCHEN
- Drains lead to sewage tunnels that exit to base of the mountain

L. TEMPLE
- Four benches, altar, water basin
- Tapestries of chromatic figures dancing amongst the clouds
- Mosaic on floor of sunflowers and the sun in the middle
- Secret staircase in floor opens to **L** when central mirrors set to specific positions:
  B1: 1 + 7
  B2: 4 + 10
  B3: 6 + 12
  (Faint eyes are painted on the walls in these positions on the appropriate floor and faintly glow when lit up; see **EYE SPOTS**)

M. CHAMBER OF LIGHT
- Room enchanted to eternally radiate sunlight
- All manner of treasure and valuables
- Portraits of past rulers of the fortress
- Small pedestal with a box containing a magic mirror (all reflections look away except for the rightful heir of the fortress)
- The box has a false bottom that can only be opened by the ruler of the fortress

SUNFLOWER CHARGERS

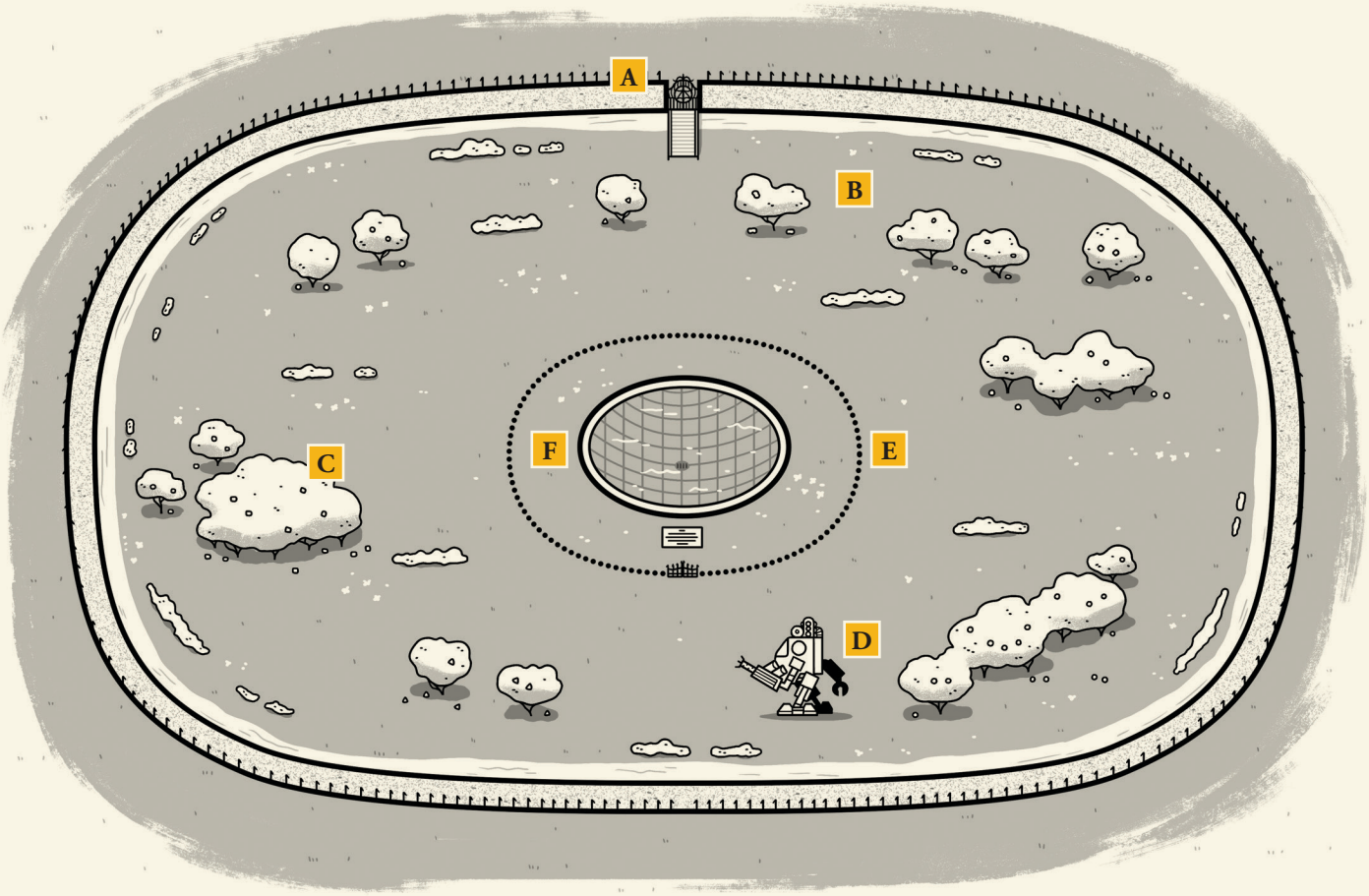
- Located above every door and elevator entrance
- Chargers have 8 petals and can power a room for 8 hours
- Takes 2 hours of direct sunlight to recharge to maximum power

TRUTH POND

The Truth Pond can break any enchantment but does so at a price of eternal honesty. The power was so dangerous that Ozma and her Wardens erected a number of barriers to keep it secure. Now the pond goes mostly unused except under extreme judicial circumstances.

TRUTH POND EFFECTS

- Any curse or enchantment is removed after 2D12 minutes of bathing in the pond
- The bather can never again tell a lie but can choose to be evasive or simply not answer a question
- Curse or enchantment returns if the bather attempts an outright lie



A. OUTER BARRICADE

- Pair of 75′ tall walls
- Radium spikes on top
- Single locked Radium gate as an entrance
- Sand pit between the walls with captured Sand Elementals
- Signs enchanted to be legible in any language read: "WARNING: TURN BACK"

B. INNER GARDEN

- Lush, green, and full of flowers
- Fresh water flows around the edge
- Grass is enchanted with anti-teleportation

C. FORGETFUL FRUIT TREES

- All sorts of fruit trees
- Grown from a regular seed watered with the Water of Oblivion (from the Emerald Citadel, E1)
- Eating any of the fruit wipes mind of recent memory and current goal

D. THE GARDENER

- Automated Tinner tends the inner grounds
- Will defend the grounds if it or the garden is threatened or harmed

E. INNER GATE

- Wrought-iron fence with iron lock

F. THE TRUTH POND

- Pool with light pink tiles
- Fresh water bubbles up from the drain at the bottom
- Plaque is enchanted to be readable in any language and says:

  This is
  THE TRUTH POND
  Whoever bathes in this water
  must always afterward tell
  THE TRUTH

- Bathing in the Truth Pond removes any curse or enchantment but the bather can never again tell a lie

W9 Tin Keep

The reflective tin that plates every inch of this impressive keep makes it easy to spot but difficult to look at directly.

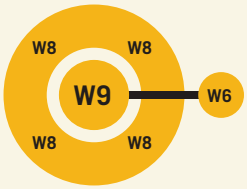


The other gemstone structures may dazzle, but they pale in comparison to the blindingly bright Tin Keep when the sun is shining. Every inch of the exterior was refurbished and covered in tin plates after Tin Woodman became Warden of the West. Before that, when the keep was home to Verdella, it was a cold, damp, and generally rundown stronghold.

These renovations went deeper than the outer walls. The underground forge was reignited and can now support numerous artisans. Smiths and glassworkers flock to what might be the best workspace in Winkie District. The main level workshops may nurture collaboration, but it's the basement studios that offer enough privacy to nourish ambition and experimentation.

SECRETS

- Cutting-edge machines and technology in development



WHAT'S NEARBY

W6 **Junction** pg. 156

W8 **The Great Farmlands** pg. 160

FIRST IMPRESSIONS

- Blinding reflections during daylight
- Gardeners tend exterior flowerbeds and gardens full of colorful blooms
- Folks wearing mirror glass spectacles

A. GARDENS & OUTER WALL

- Wall is 40′ tall and 10′ thick
- Gatehouses to the east with a bell to summon attendant
- Complimentary mirror glass spectacles provided upon entry
- Access to battlements (**B**) by stairs

B. BATTLEMENTS

- Capped with movable tin plates to reflect the sun and blind enemies
- Spaces between plates wide enough for archery fire

C. OUTER BAILEY

- Small bridges cross over a smaller moat
- Tin sculptures of major Oz personalities
- Flower and vegetable gardens

D. INNER WALL

- Connects towers on **1F**
- Interior is carpeted and walls lined with portraits in tin frames
- Tall vases with tin flowers stand on tin tables

E. INNER BAILEY

- Pond at center full of tin lilies and tin clockwork fish
- Flower gardens with tin flowers (marigolds, carnations, poppies, hollyhocks, etc.)
- Open-air workshops around edge

F. WEST TOWER

- **1F**: Indoor garden (succulents and delicate flowers)
- **2F**: Sitting room and study
- **3F**: Guest chambers (bedroom, sitting room, and lavatory)

G. NORTH TOWER

- **1F**: Staff workshop
- **2F**: Staff common rooms (lavatory, study, sitting room)
- **3F**: Staff Quarters
- **4F**: Sunroom

H. EAST TOWER

- **1F**: Indoor garden (hybrid fruits and vegetables, herbs, etc.)
- **2F**: Sitting room and study
- **3F**: Guest chambers (bedroom, sitting room, and lavatory)

I. WARDEN'S TOWER

- **1F**: Security
- **2F**: Kitchen
- **3F**: Dining Hall (suits of armor hold functional swords)
- **4F**: Library and office (desk drawer has false bottom)
- **5F**: Security and barracks
- **6F**: Warden's quarters (lavatory, sitting room, bedchamber with safe hidden behind a painting)
- **7F**: Sunroom and private staircase to ground level

J. EXPERT WORKSHOPS

- Locked and windowless
- Month-to-month rental

K. NORTH STORAGE

- Linens, tables, food, and cold storage in the back

L. SOUTH STORAGE

- Forge and garden supplies, farming and smithing tools

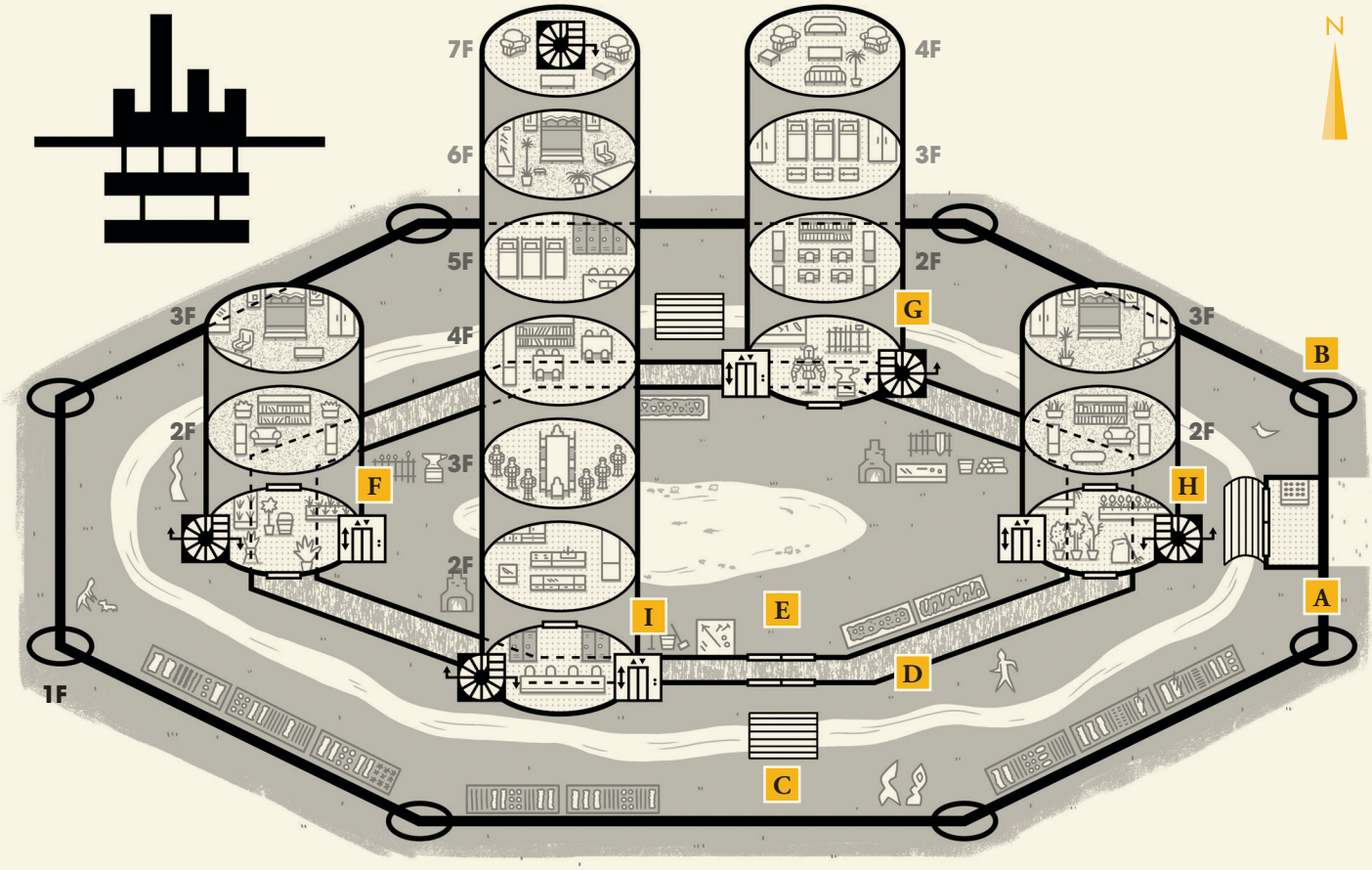
M. BASEMENT FORGE AND WORKSHOPS

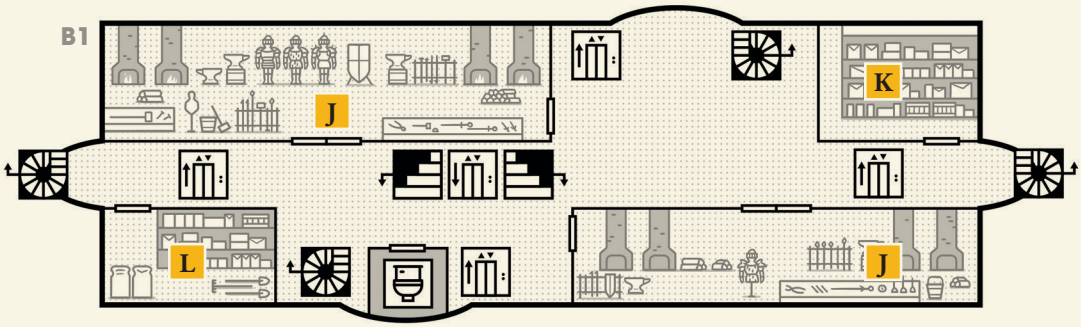
- Simple network of finished tunnels
- Clear signage directs toward the central hearths
- Alcoves full of tools and supplies
- Private workshops with windowless doors marked by names written in grease-pencil
- Full of weapons (legal and not), armor, and tools not yet known to the rest of Oz

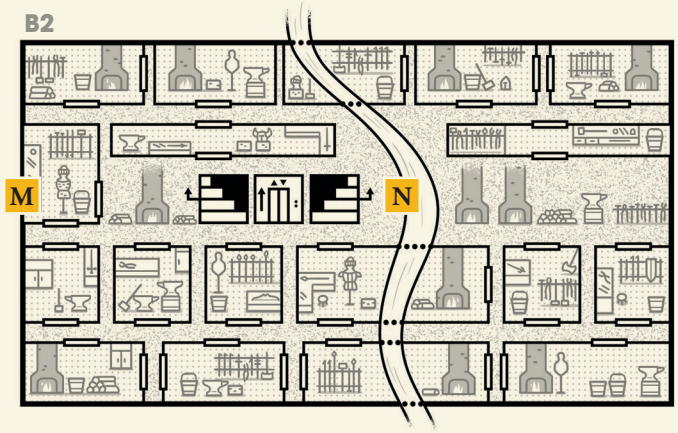
N. UNDERGROUND RIVER

- Flows through the forge
- Radium grates at either end

W9 Tin Keep







THE KEEP

- The Warden is likely to grant an audience to those with TOTO: 6 in at least one area of Winkie or TOTO: 3 in three W areas
- Permanent blindness from the reflective architecture occurs after 6D6 minutes of exposure unless wearing tinted glass spectacles (mirror or any color)

GENERAL

- Everything made of tin (where possible)
- Staff constantly polishing
- Sounds and smells of metalwork mix with fresh flowers
- The ground and halls are always warm despite reflecting as much light as possible

Chapter 4

Resources

The following chapter includes the Relics of Oz, maps, and tables to help make any adventure in Oz feel robust and varied. Hopefully this inspires further development and gives insight into the nooks and crannies of this expansive land. Whether asking big questions like, "Who is responsible?" to something smaller like, "What are they talking about?" there should be a kernel of an answer for the GM to nurture.

The Relics of Oz may prove too powerful or world-breaking for an adventure, and that's totally okay. It can be fun to give the player characters a taste of what a Relic can do before the authorities demand they turn it over. Do they flee and become enemies of the state? Do they relinquish it and immediately plan to get it back? Only time will tell.

After the Relics are a series of maps that can be dropped anywhere in Oz. This, along with the mapmaking guide for buildings and paths (page 11), should give a starting point to build upon. While there are some features to each location, it's only once creatures and non-player characters are dropped into a space that it truly starts to come together. Like an adventure, a map is made interesting through mutual discovery.

Instead of having an encounter planned for each room, consider setting up the itinerary for the space. If the players never intervene, then what will happen? Does the sacrifice proceed without any trouble? Is there a dinner before the main event and drinks afterward? Do they all move together, or do some hang back to clean up? Most Ozians aren't sitting around and waiting for the players to show up, and this will help deepen the immersion.

Also consider adding random tables. List off '1' through '6' (or more for bigger spaces) and fill it with fun things! A nervous cult patrol, a bored cult patrol, the sacrifice's aunt and uncle regaining consciousness, etc. Rolling 1D6 whenever there's a lull further imbues a space with life. Planned events are happening at the same time as random ones! All built off of a simple map.

Ending the chapter are random tables, because rolling on random tables is fun. It's also a good way to shake up routine scenarios.

THE RELICS OF OZ

While these are not the only magical items in Oz, they're certainly the most famous. Most citizens will have at least heard of the Relics, though very few have actually seen them.



THE BROOMSTICK

Indestructible flying broom.

APPEARANCE
Birch branch head bound to a wooden handle by a gold band.

HOW TO USE
The Broom listens to the commands of its owner. Owner immediately understands how to control it and can summon the Broom from any distance in Oz by thought. Flight is instinctive and follows the lead of its user but will act independently to protect its rider.

MISCELLANEOUS
- Ownership transfers to the winner of combat (lethal or non), game, or by willing bequeathal
- Theft is not acknowledged by the Broom as a transfer of ownership
- Can carry one adult-sized creature (or larger) or two child-sized creatures
- Broom will avoid uses that would typically damage or injure it (despite being indestructible)
- Can travel at ten times user speed without rider or double user speed with rider(s)
- Can be used as a weapon equal to a magic staff

CRYSTAL BALL

Scrying device that doesn't require any previous knowledge of the subject to work.

APPEARANCE
Sphere of clear crystal the size of a common sports ball. It sits on a stand of polished wood made from the branch of a Fighting Tree.

HOW TO USE
The user makes a circular motion over the ball while repeating the name of the subject three times. The ball will then display the subject for 2D20 minutes (once/day).

MISCELLANEOUS
- The ball must be sitting on wood from a Fighting Tree to function
- If the subject has any Radium on their person, then the display will be mildly disrupted (missing audio or visual, out of focus, etc.)





GOLDEN CAP

Whoever wears the cap can issue three commands that must be obeyed by the Winged Monkeys.

APPEARANCE
The cap is made of soft golden silk with gold threading. A band of diamonds circles the entire cap. The interior lining is a floral pattern of fauna found in the northern forest of Oz with tiny Winged Monkeys. Embroidered along the inside edge are the words:

With this cap on your head
and the flaps in your hand,
say, "Winged Monkeys of Oz,
bound to hear this command."
They will follow your whims
to the edge of this land
but you only get three
so review each demand.

HOW TO USE
The wearer must state, "Winged Monkeys of Oz, bound to hear this command . . . " followed by the command. The Monkeys may follow other orders (perhaps out of allegiance or fear), but the formal statement indicates using one of the three true commands.

MISCELLANEOUS
- The Winged Monkeys must follow any command, no matter how dangerous, so long as it's within the boundaries of Oz
- The Monkeys can hear the command from anywhere in Oz
- The Monkeys cannot try to harm the owner, take the cap, or damage the cap while its owner has remaining commands

GREAT BOOK OF RECORDS

Continuously updating tome that tracks everything that happens in Oz.

APPEARANCE
Blue leather-bound book with leather straps and gold clasps. Large "O" with a "Z" inside embossed on the cover. Pages are colored with age but not brittle. The ink is clear and legible. There are no dates or markers in the book, just a constant stream of information (big and small).

HOW TO USE
The user flips to a page based on when they think the event took place, and the book will do the rest. Though, there is so much tedious activity at any given time that it requires great skill or a test of intelligence to sift through the mundanities.

MISCELLANEOUS
- Although constantly updating, the book never increases in page count
- The first and early pages discuss the decent of Lurline from the Rainbow Realm to nurture the land into Oz (King Pastoria and Ozma don't appear for hundreds of years)
- The last page features the events of whoever is currently reading the book, including describing those around them (as mundanely as possible)
- One attempt per hour to find a specific page or event
- The page's contents remain the same until the next hour





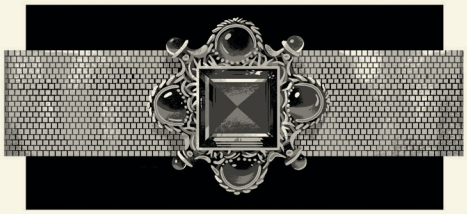
LOVE MAGNET

Whoever wears the magnet is adored by anyone who sees it. Not romantic.

APPEARANCE
Mundane-looking piece of iron that looks like a horseshoe. Not very large, and the small hole in the middle is shaped like a heart.

HOW TO USE
The Magnet need only be on the person for its effects to activate. Whoever has it will be almost completely protected from personal attacks.

MISCELLANEOUS
- Direct attacks or actions that would cause harm to the holder roll at triple disadvantage
- All kindly personality-based actions (persuading, charming, etc.) roll with triple advantage
- Effects only work on those with a heart



MAGIC BELT

Grants its wearer protection from danger and a single wish per day.

APPEARANCE
Segmented gold belt and attached buckle. Buckle has an emerald in the center and other gemstones (amethysts, sapphires, rubies, and yellow topaz) around the side.

HOW TO USE
For teleportation, fasten the belt onto the user. They can then summon anyone from within Oz to their location or banish anyone from their presence to elsewhere in Oz by verbal command.

To make a wish, the speaker must say, "With the power of this belt, I wish . . ." and then complete their wish in a single sentence.

MISCELLANEOUS
- Doesn't work on wood
- Changes in size to fit the user
- Use discretion when granting wishes



MAGIC CARPET

Rug that rolls to always be just ahead and behind the user and company. Protects anyone walking or standing on it from dangers underneath. Can travel over the Deadly Desert without trouble.

APPEARANCE
When rolled up, the carpet looks like a mundane rug. The bottom looks like any common hook rug. When unrolled, the carpet is a brilliant emerald green with white detailing. The design features a geometric border and various wildflower blooms.

HOW TO USE
Place the carpet on a flat surface, unroll a couple of inches, and start walking toward the rolled-up portion. The roll will keep ahead of the user at the front and roll up just after the last in the group (if multiple people are on in at once).

MISCELLANEOUS
- Can unroll endlessly but limited to 100′ of exposed carpet at a time
- If one side is unrolling, the other side must be stationary or rolling up
- Can extend over gaps like a bridge and support the weight of anyone on top
- Indestructible from underneath (and while rolled up) but can suffer damage from above



MAGIC FAN

Fan capable of creating winds powerful enough to blow away an entire army.

APPEARANCE
Scalloped silk fan with a light wooden handle. Painted on one side is a crop field ravaged by a towering tornado. On the other side is a tidal wave crashing ships against a rocky cliff.

HOW TO USE
While holding the fan with two hands, wave once for a gust that can blow down a house, twice to summon a tornado, and three times to create a windstorm as large as one of the four Districts in Oz.

MISCELLANEOUS
- Can be waved up to three times per day in any combination (3 individual waves, 1 individual wave and 1 double wave, or 1 triple wave)
- Holding the fan makes the user immune to wind-based effects

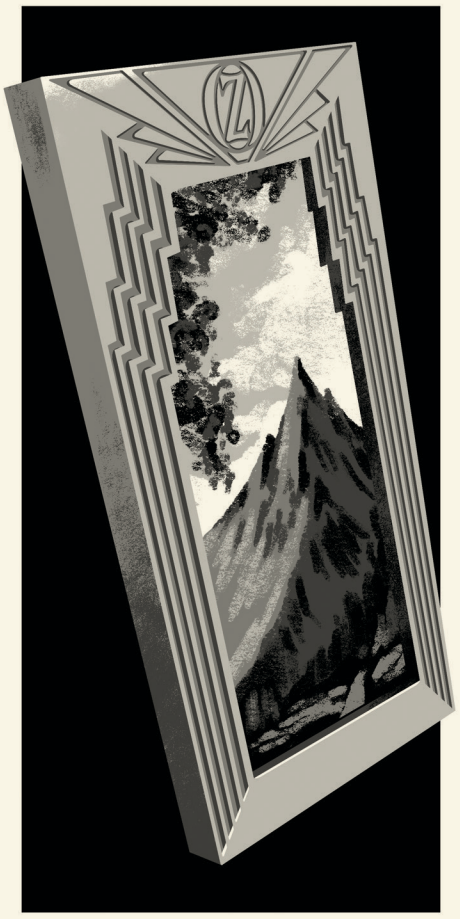
MAGIC PICTURE

Constantly changing painting that can show any part of Oz.

APPEARANCE
The painting is 2×4 feet in a thick Radium frame. The frame is adorned with an abstract pattern and an "O" with a "Z" inside centered at the top. The painting is detailed but brush strokes are still visible.

HOW TO USE
Facing the painting (no more than 10′ away), the user thinks of what they want to see. The painting, to the best of its abilities, will then show the subject matter.

MISCELLANEOUS
- Depicts anywhere in Oz (within its limits, see below) as a moving painting
- If looking in private property, any subjects being observed need to first grant permission to the viewer
- If the painting cannot show inside a property, it will show the building's exterior
- If showing a moving subject, the painting will follow them for as long as possible
- If the frame is broken, then the painting loses function until the frame is repaired





MAGIC UMBRELLA

Umbrella that can carry up to six passengers to anywhere they say.

APPEARANCE
Size of a beach umbrella. Once a vibrant fabric, the exterior canopy is now a faded pattern of flower petals and winged insects. The wooden shaft ends in a handle shaped like an elephant's head with gemstone eyes and marble tusks.

HOW TO USE
The owner and any companions hold on to the umbrella. The owner speaks the name of the intended destination, and the umbrella carries its passengers to the desired location.

MISCELLANEOUS
- Up to six can hold on to the umbrella at a time and can't let go until they've arrived at their landing place
- The umbrella cannot change course once it is given a target
- Can travel ten times owner's speed without passengers or double owner's speed with passenger(s)
- While resistant to all damage, the umbrella loses function if the canopy is torn
- Can be used as a weapon equal to a magic staff



OZ KEY

Key that opens any lock with a keyhole made in Oz.

APPEARANCE
Golden skeleton key. Large "O" on the end with a "Z" inside. Almost weightless in hand.

HOW TO USE
The size of the teeth change to suit the lock as it moves toward the opening. Always fits and always unlocks (no matter magic or anti-magic).

MISCELLANEOUS
- Must be a lock that would be opened by a key
- Lock must be made in Oz but needn't be opened in Oz



ORNAMITTS

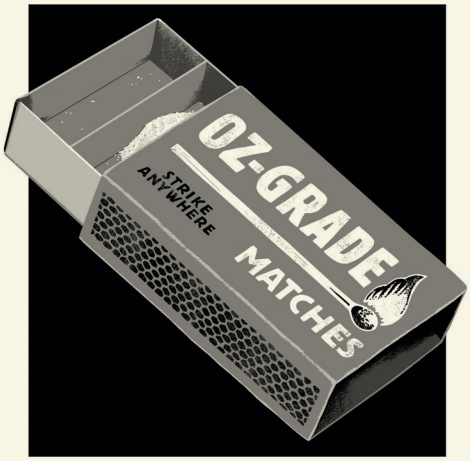
Gloves that turn any creature into a trinket, knick-knack, antique, or heirloom with a single touch. Only works as a set.

APPEARANCE
Stone gloves chiseled to look like metal gauntlets. Comfortable to wear and move like fabric.

HOW TO USE
Touching a creature while wearing both gauntlets causes them to transform into an object. Touching them again (with gauntlets), or holding the object and speaking the creature's name (without the gauntlets) returns them to their original state.

MISCELLANEOUS
- An object's color will relate to the creature's place of origin (Gillikins will have a purple detail, Munchkins will have something blue, Quadlings will have a red detail, and Winkies will have something yellow)
- Those who live in the Emerald Citadel or anyone not native to Oz will have something green (e.g., wood toad with green eyes, silver mirror with emeralds in the handle, stone table with painted limes)





POWDER OF LIFE

Sand from an enchanted matchbox that grants true sentience to inanimate objects.

APPEARANCE
The matchbox looks like any other in Oz on the outside, but the inside is separated into three equal compartments. The powder looks like sand.

HOW TO USE
Sand from a living Sand Elemental must sit in the box for 1 month before it alchemizes into the powder. Using it before the full month will only temporarily animate the object. When ready, the powder will permanently grant sentience and locomotion to any inanimate object.

MISCELLANEOUS
- One dose will animate a medium-sized object; larger objects will require two or all three doses
- The animated figure does not need to eat or sleep and does not feel pain, but can be destroyed
- The material of the original object can be replaced to heal (clay for an animated pot, paint for an animated painting, etc.)
- The animated figure will instinctively recognize its creator as their parent (not the one using the powder—the one who made the object)

THE SLIPPERS

Their appearance changes depending on who wears them, but little is understood beyond that. Their power is still unknown.

APPEARANCE
The slippers exist in a mutable state and can change appearance/material depending on a number of factors (who first sees them, who wears them, where they're worn, etc.). They almost always appear as precious metals or gemstones but have been known to appear mundane or worn out as a defense mechanism.

HOW TO USE
Both slippers must be worn at the same time to work. Clicking the heels and tapping the toes produce different magic, but very little is documented on the matter.

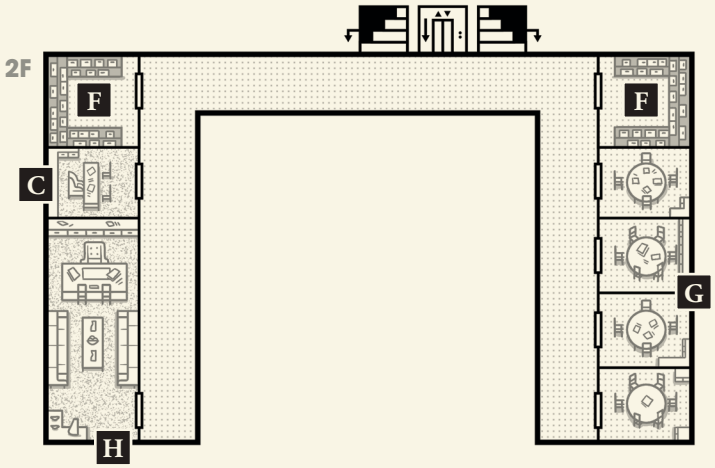
MISCELLANEOUS
- The shoes subtly change size to be the perfect fit for whoever is holding or wishes to wear them (if not yet worn)
- Protects the wearer from any ground danger or exhaustion caused by walking
- Slippers can only be removed by the wearer or after death

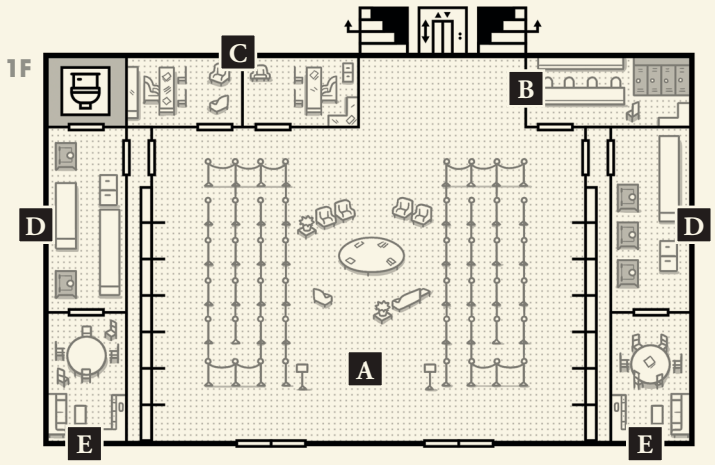
BANK

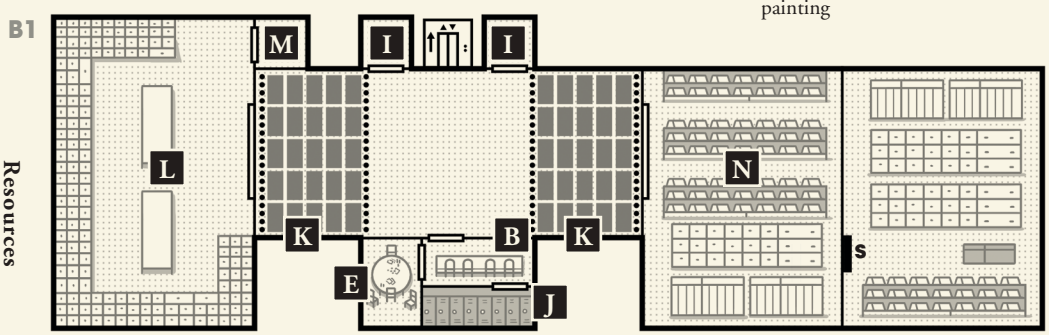
Each bank will have at least one branch in any given neighborhood. The more affluent the area, the bigger and more complex the bank will be. Flagship locations are known to have multiple safes and 24-hour patrols. The smaller branches will have just one teller, safe, and guard.

GENERAL

- All doors require a staff key to enter
- Locks and keys are changed out weekly
- Security at all exits
- Security can vary based on who is in control (use WATCHERFOLK page 61, OUTFIT SOLDIERS page 43, or OLIVE KNIGHT GUARDIANS page 41 for stats)







A. LOBBY
- Welcome desk directs to the appropriate area
- Comfortable seating, tables, and potted plants
- Tellers and roped queues
- Heavily branded (statue of Oscar Diggs, flags with logos, etc.)

B. SECURITY
- Observing everyone who comes and goes
- At least two guards at each station

C. STAFF OFFICES
- Consultants, specialists, etc.

D. DAILY STORAGE
- Small amounts stored for daily transactions
- Moved to and from the Vault (**N**) every night

E. BREAK ROOMS
- Small kitchen and ice box
- Entirely unimpressive

F. RECORDS
- Confidential and locked

G. MEETING ROOMS
- Table, chairs, empty cupboards

H. MANAGER'S OFFICE
- Locked and direct line to security
- Small safe with important paperwork
- Hidden safe behind landscape painting

I. HOLDING SAFES
- Temporarily holds large-sum deposits and expected withdrawals
- Simple lock with key and daily combination
- Alarm rune triggered if magic used within 10′ of safes

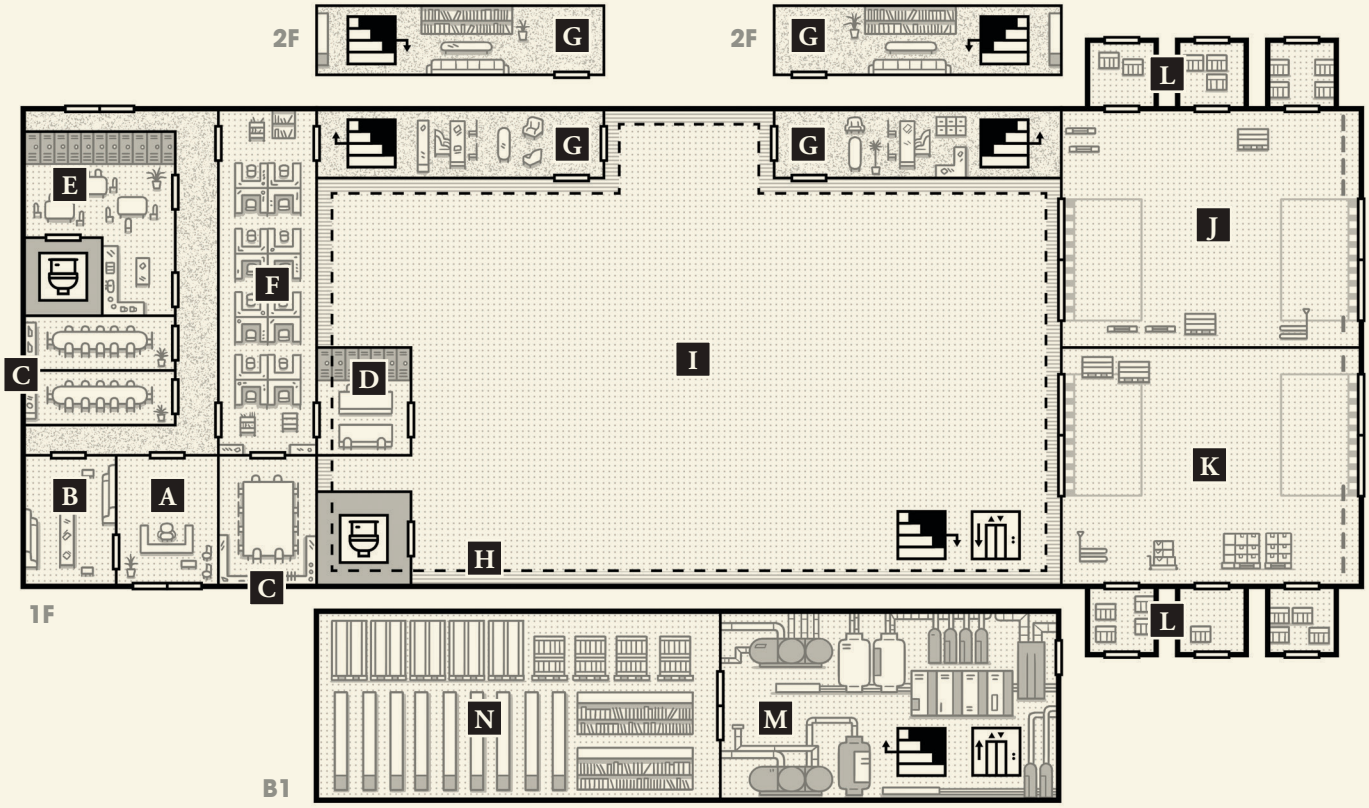
J. GUARD EQUIPMENT
- Extra weapons, armor, and restraints
- Can be locked from the inside
- Secret exit to the street

K. SECURE HALLWAYS
- Fences on either side of a pressure plate floor
- Each latticework fence has a door with combination lock that changes daily
- Floor is a 5×5 grid of pressure plate tiles
- The harmless path changes daily
- Stepping on the wrong tile triggers any combination of alarm rune, sleeping gas, 3D6 lightning damage, and Radium walls that raise from the floor

L. SAFETY DEPOSIT BOXES
- Numbered grids line each wall
- Each requires two keys (staff key and owner key)
- Table in the middle of the room

M. PRIVATE ROOM
- For viewing safety deposit box contents

N. THE VAULT
- Radium lock
- Staff key used to turn dial on combination lock
- Combination changes weekly
- Inside are shelves, fenced areas with locks
- Secret door at the back leads to a second chamber



FACTORY

With so much industry in Oz, the players will likely need to explore a factory. What's being produced is up to the GM. Add printing presses for a newspaper; include Tinners for piping or autocart work; perhaps take off the roof to make it a brickyard. Maybe it's all a front.

GENERAL

- Three shifts (midnight to 8 a.m., 8 a.m. to 4 p.m., 4 p.m. to midnight)
- Patrolled by security with varying training (use WATCHERFOLK page 61, OUTFIT SOLDIERS page 43, or OLIVE KNIGHT GUARDIANS page 41 for stats)
- Management and staff rarely interact or get along
- Overall decor is terribly out of date

A. RECEPTION
- Full of information pamphlets and promotion about the business

B. WAITING ROOM
- Uncomfortable seating
- Information pamphlets
- Complimentary refreshments

C. MEETING ROOMS
- Long desk and lots of chairs
- Soundproof while inside
- Fortified glass windows with curtains

D. SECURITY STATION
- Weapons and armor cache

E. KITCHEN & LOUNGE
- Aggressively mundane

F. CUBICLE FARM
- Lots of paperwork and carts full of file folders and office supplies
- Personal touches identify each cubicle

G. EXECUTIVE OFFICES
- One for manager and one for boss
- Each labeled on the door
- Access to first and second floor (see **H**)
- Two-way mirrors look out onto factory floor

H. PERIMETER WALKWAY
- Second-floor walkway for management
- Observe employees while working

I. FACTORY FLOOR
- Ceiling is at least two stories high
- Large, organized, and efficient
- Designed to suit the needs of the business

J. LOADING BAY
- Loading goods for distribution

K. RECEIVING
- Supplies and materials delivered to the factory

L. STORAGE
- Excess stock, materials, etc.
- Detachable containers fixed to the ground and main building

M. MECHANICAL ROOM
- Connects the entire factory to Oz's existing infrastructure
- Secure service tunnel leads to the street

N. STORAGE VAULT & ARCHIVES
- Secret research, information, and experimental products
- Designed to contain whatever might get in or out

MANSION

When the player characters mingle with high society, they're bound to explore a mansion. Maybe they're invited or maybe they're sneaking in. Perhaps it's heavily fortified or abandoned and in disrepair. Either way, it should exude the opulence of Oz's elite.

GENERAL

- Wood floors and high ceilings with crystal chandeliers
- Hallways are carpeted and muffle most footfalls
- Wallpaper, statues, and portraits allude to the mansion's history

A. LOBBY
- Grand spiral staircase
- Portraits and ornaments everywhere

B. CLOSETS & STORAGE
- Guest's coats, house supplies, etc.

C. COURTYARDS
- Open-air design
- Windows look down from upper floors
- Small fountain with smaller fish
- Loose tiles in the fountains hide small Green Penny stores

D. INDOOR POOL
- Tile mosaic and glass walls/ceiling
- Access to changing rooms
- Viewing platform on second floor

E. LOUNGE
- Fireplace, comfortable seating, etc.

F. GAMES ROOM
- Billiards, chess and checkers, card tables
- Safe for winnings and a deck of cards made of gold

G. WAITING ROOM
- Chairs, tables, paintings of food

H. BALLROOM
- Raised stage for a band
- Gemstone chandelier casts multicolor light

I. DINING ROOM
- Long table made from Fighting Tree trunk
- Tables around the perimeter with flowers and full of flatware/cutlery
- Portraits of past owners of the house
- Secret entrance to elevator behind the largest and oldest portrait (where it leads to be determined by the GM)

J. KITCHEN
- Always busy

K. GUEST ROOMS
- Study, bedroom, lavatory

L. SITTING ROOM
- Comfortable chairs and thin walls

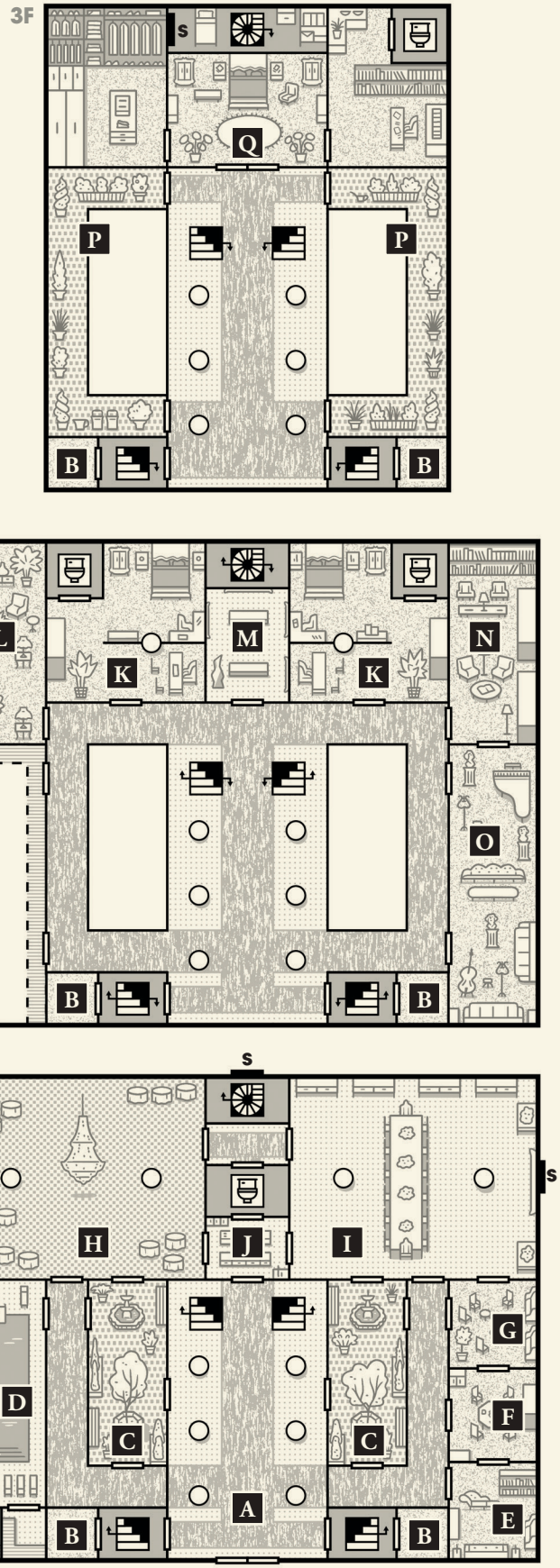
M. GALLERY
- Traditional or renowned artwork

N. LIBRARY
- Well kept but only a handful of books show any sign of use

O. MUSIC ROOM
- Bronze busts of famous musicians

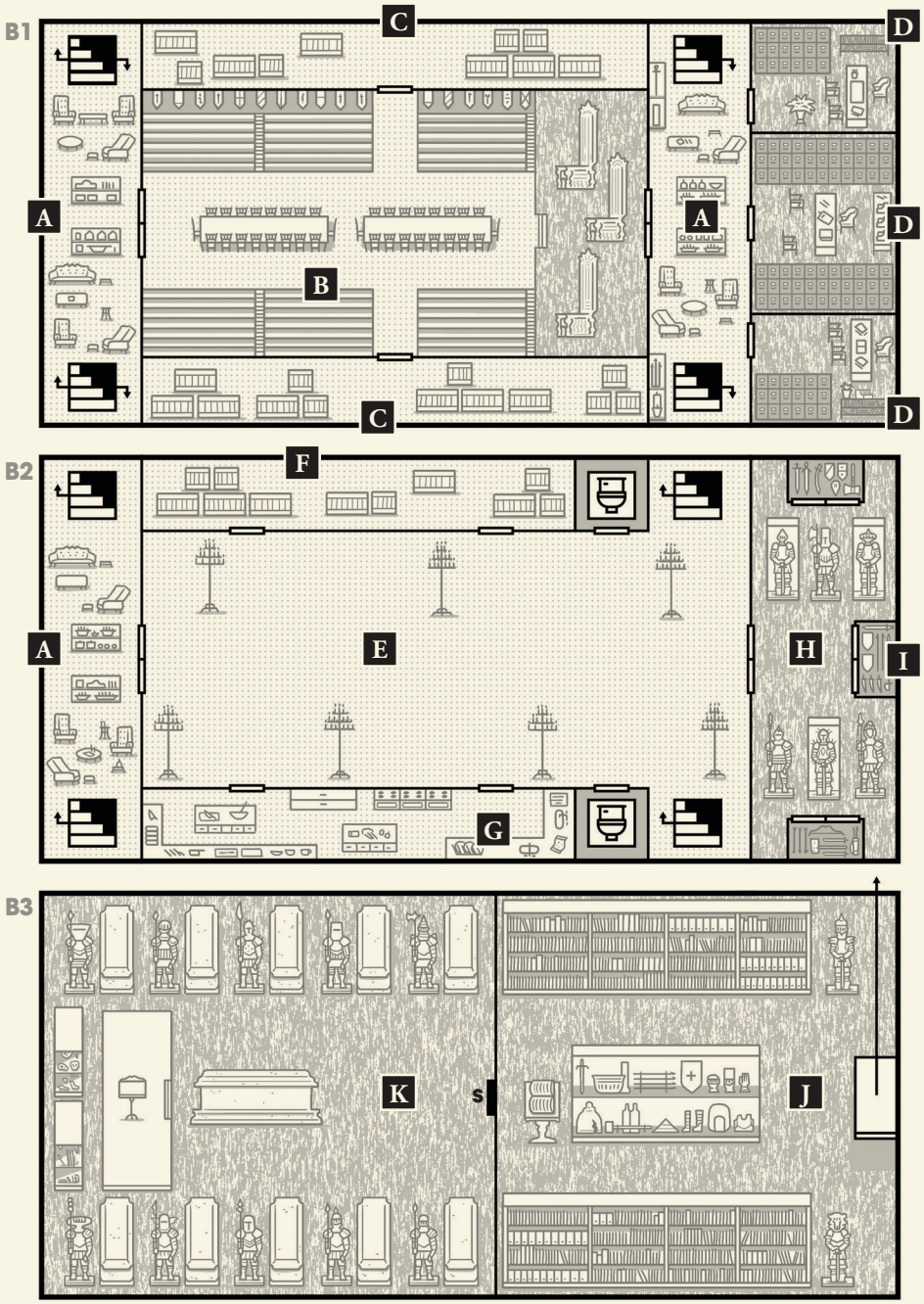
P. INDOOR GARDENS
- Floor-to-ceiling windows look down onto courtyards (**C**)
- Ornamental grasses and flowers

Q. PRIMARY BEDROOM
- Double locked
- Private walk-in closet, study, and lavatory
- Pillows filled with Winged Monkey feathers
- Secret safe hidden at the back of the wardrobe
- Secret door in back of closet leads to safe room and staircase (leading to hidden exit and peeping portrait paintings looking into rooms **H**, **I**, and **K**)



OLIVE KNIGHT LODGE

The lodges are as steeped in tradition as the Olive Knights. Some of the oldest furniture, monuments, and reference tomes in Oz are located within these walls. There are numerous lodges across the land, and while each one reflects the chapter that established it, the following are consistent elements across them all.



GENERAL

- Everything looks old and weathered yet immaculately maintained
- Low lighting with stained glass fixtures
- Ornate embroidery on thick fabrics

A. SMOKING ROOMS
- Luxurious seating and tables
- Glass cases house books, games, and scale models of ships and buildings

B. MEETING HALL
- Flags and shields hang from rafters
- Bleacher seating overlooks main area with central tables and chairs
- Three ornate chairs sit on a raised stage
- Hidden weapons concealed in each of the three chairs

C. MAIN LEVEL STORAGE
- Tables and chairs

D. TELLAR OFFICE
- Reserved for high-ranking Knights
- Mix of mundane accounting and records on persons of interest
- Small hidden safe with personal valuables

E. CEREMONIAL ROOM
- Combat, initiation, communing, etc.

F. LOWER-LEVEL STORAGE
- Ceremonial robes, candles, and weapons

G. KITCHEN
- Well stocked and modern appliances

H. ARMOR CHAMBER
- Ceremonial armor on mannequins
- Cursed suits of armor are locked up

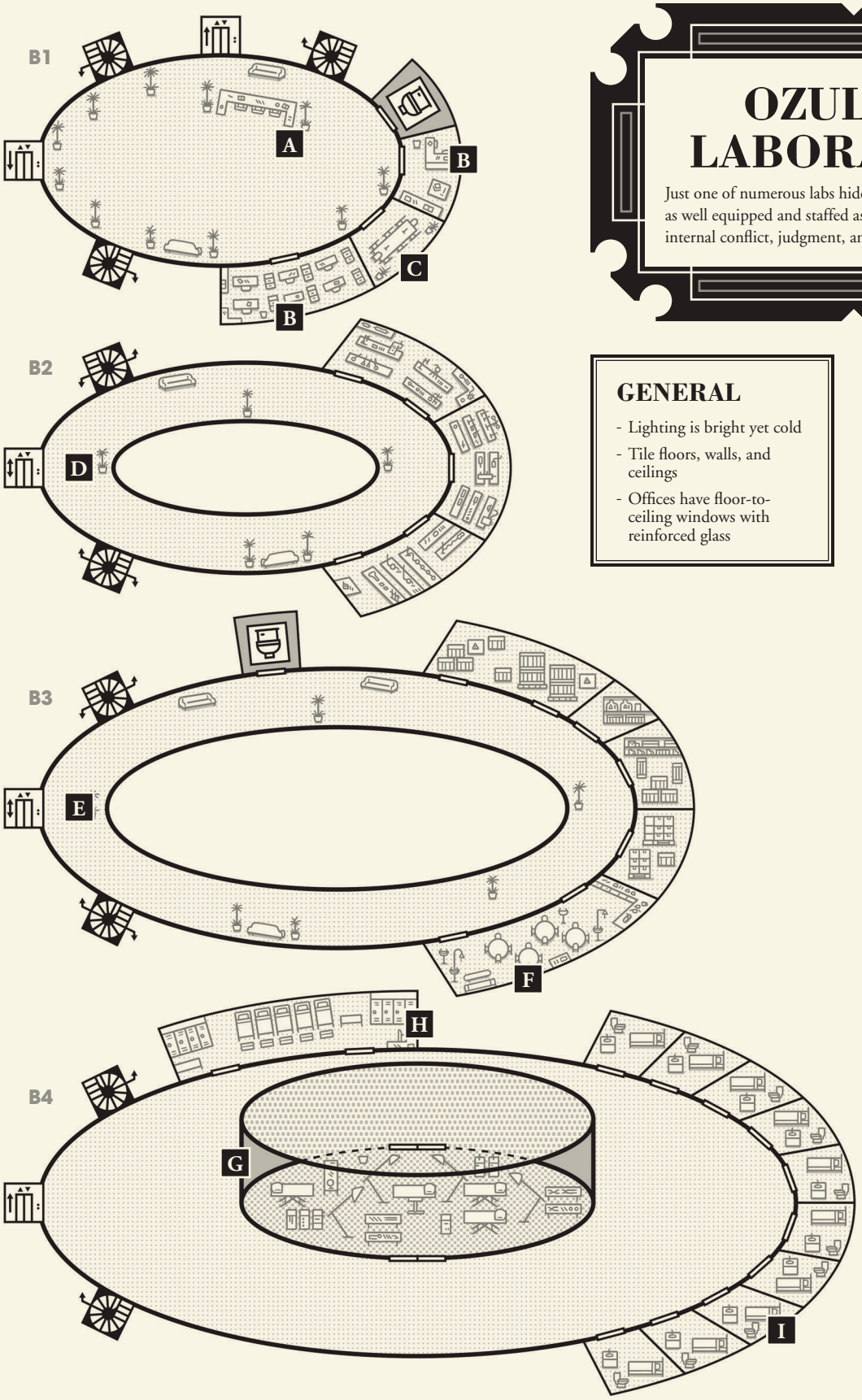
I. WEAPONS CLOSET
- Full of mundane weapons
- Hidden switch activates elevator to Archives (**J**)

J. ARCHIVES
- Old records of plans, accounts of victories, and mundane accounting records kept for at least seven years
- Display cases full of important tools of war
- Secret door hidden among wall mural

K. CRYPT
- Everything clearly marked
- Armor of fallen Knights guard individual tombs
- Cases with bone and weapon fragments
- Tombs are electrified and cause 8D6 electrical damage and trigger alarm if disturbed

OZULTRA LABORATORY

Just one of numerous labs hidden across Oz. Not all are as well equipped and staffed as this, and it causes a lot of internal conflict, judgment, and jealousy among staff.



GENERAL

- Lighting is bright yet cold
- Tile floors, walls, and ceilings
- Offices have floor-to-ceiling windows with reinforced glass

A. RECEPTION & SECURITY
- Two guards at all times

B. ADMINISTRATIVE OFFICE
- Wiping records, accounting, and field reports

C. MEETING ROOM
- Blinds on windows

D. RESEARCH FLOOR
- Methods not requiring test subjects (food and water, airborne chemicals, electric transmitters)
- Subject testing (physical and mental reports, categorizing based on age, District, exposure to catalysts)
- Compound testing (various recipes, schedules, and methods of administering)

E. STORAGE FLOOR
- Climate controlled
- Archived records and files
- Sample chemicals and supplies
- Food and supplies for prisoners

F. BREAK ROOM & KITCHEN
- Modest but well stocked
- Lots of wash stations

G. TESTING ROOM
- Radium lined
- Observing area protected from the active zone

H. SECURITY
- Barracks and lounge
- Well staffed

I. PRISON CELLS
- Radium bars and locks
- Occupants alternate between magical prisoners and test subjects
- Simple bed, sink, and toilet

PARADE

Who doesn't love a good parade? The theme or purpose will change depending on the location, but there are a number of performers that consistently appear. The following is a sample line up of a common Ozian parade.

GENERAL

- Free to the public
- Food and souvenir vendors everywhere
- Heavily patrolled but pickpocketing and scams still occur

A. PARADE BANNER
- The reason for the parade written in brilliant lettering
- Held by volunteers and locals

B. OPENING BAND
- Wogglebug University (M5) Marching Band
- Munchkin-blue uniforms

C. GRAND MARSHALL
- Officially starts the parade
- Carriage full of flowers pulled by Sawhorses

D. CLOCKWORK DENIZEN PERFORMERS
- Stilts, choreographed dancers, acrobatics, etc.

E. LARGE BALLOON
- Prominent Personality of Oz
- Dozens of volunteers hold strings
- At least eight throughout the parade

F. DRAGON AUTOCARTS
- Custom autonomous carts from Thi (W1)
- Spout flames, painted gold, covered in jewels, etc.

G. GIANT PENNY
- Float promoting the Oz Mint in Tinkerton (W5)

H. FEATHERTOWN FLAGS
- Performers with unique flags from Feathertown (G6)

I. MINI BALLOONS
- Some resemble prominent Personalities of Oz
- Others look like Oscar Diggs's hot air balloon

J. WRESTLING FLOAT
- Promoting the wrestling events and stadium in Loonville (G4)
- Athletes perform simple stunts

K. WATCHERFOLK BAND
- All-brass band
- Wearing ceremonial uniforms

L. HYUP FLOAT
- Miniature version of Hyup Mountain (M7)
- Athletes strapped on and look like they're skiing

M. FLORAL FLOAT
- Uses flowers from the Garden of Wild Beasts (Q1)
- Always an animal

N. STEEL DRUM BAND
- All-Utensian band

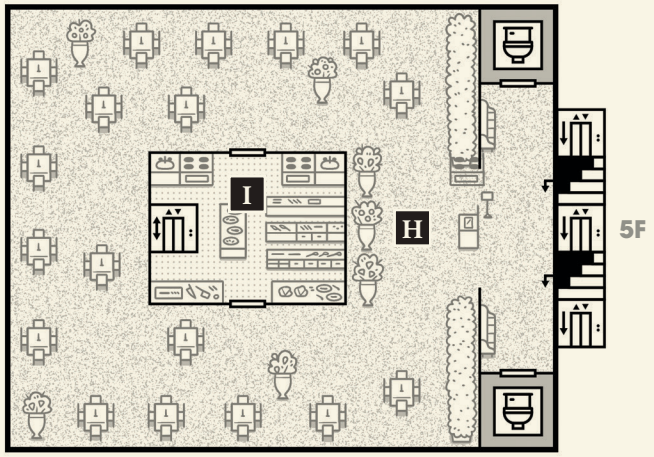
O. EMERALD VIEW DANCERS
- Synchronized ballroom dancing in green formal wear
- All from Emerald View (G1)

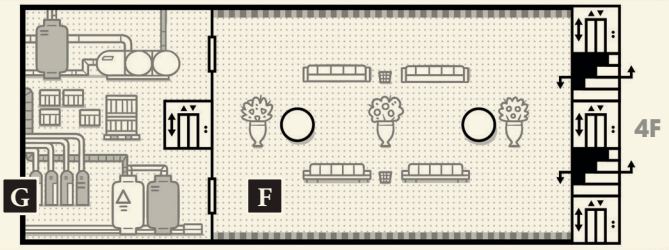
P. CLOSING PERSONALITY
- Someone important (Warden, Ozma, the player characters if they reach a high enough TOTO)
- Ornate carriage pulled by all sorts (animals, Sawhorses, Winged Monkeys, Cowardly Lion & Hungry Tiger, etc.)
- Surrounded by a diverse crowd
- Security mixed in among the crowd



STATION (Overground)

To some, an Overground station is just a part of the daily commute. For others, it's a destination in and of itself. The towering structure, nearly silent trains, and multiple levels of dining and shopping are a big draw to the everyday Ozian.





GENERAL

- Always on time
- Staff are friendly and in formal uniforms
- Tickets cost 10 GP per stop and allow one transfer to the Underground

A. WELCOME LEVEL
- Staffed with friendly operators
- Accurate schedule displayed and constantly updated
- Fresh bouquets of flowers brought in daily
- Complimentary refreshments
- Patrolled by Watcherfolk

B. TICKET BOOTH
- Helpful staff
- Safe temporarily holds coins from ticket sales

C. SHOPPING LEVEL
- Offers fine shopping from all across Oz with an emphasis on local vendors
- Patrolled by private security

D. CAFÉ LEVEL
- Coffees & tea, juice, pastries, and grilled sandwiches

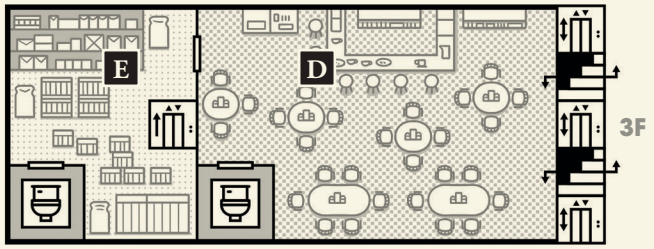
E. STORAGE
- Supplies for café and restaurant
- Separate elevator for staff only

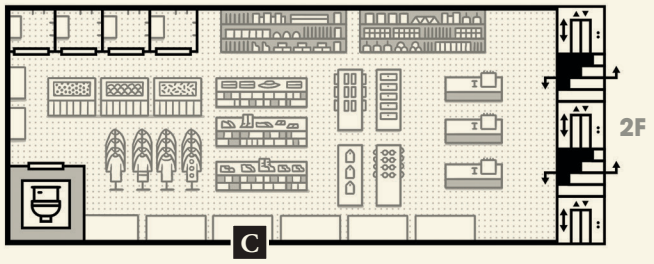
F. MONORAIL PLATFORMS
- Patrolled by Watcherfolk
- Standing vases with flowers
- Complimentary snacks and beverages

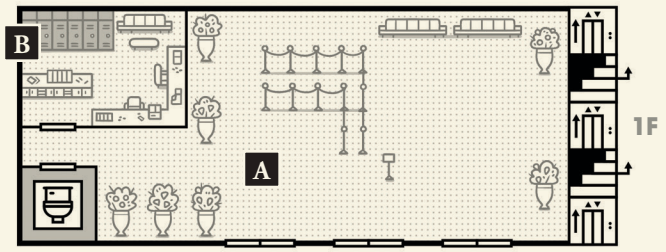
G. MAINTENANCE BAY
- Locked and full of controls for the station
- Equipment for minor track and car repairs

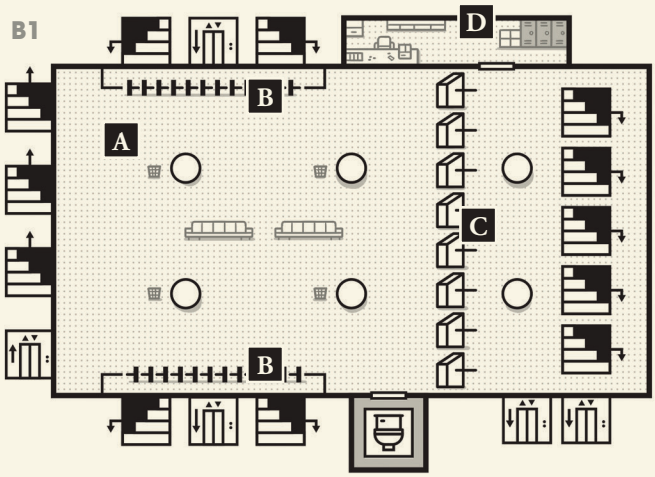
H. RESTAURANT LEVEL
- Floor-to-ceiling windows overlook monorail tracks
- Reservations book weeks in advance and some tables are permanently reserved

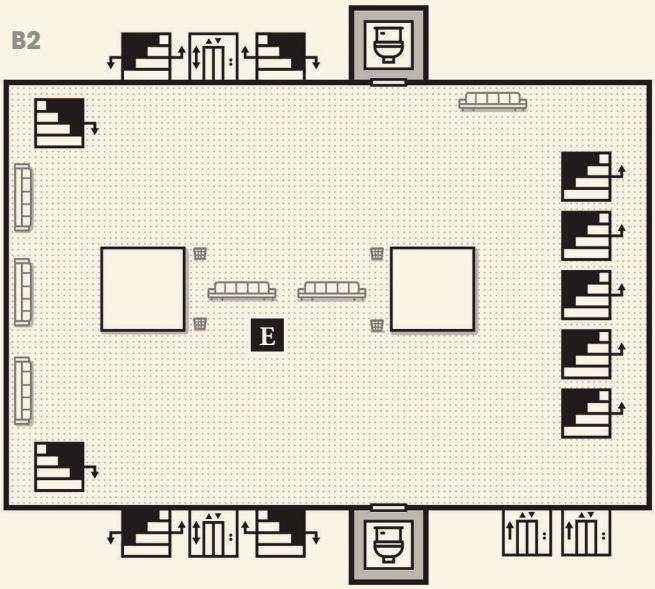
I. KITCHEN
- Elevator located inside the kitchen
- Open windows for guests to observe the preparation of their meals

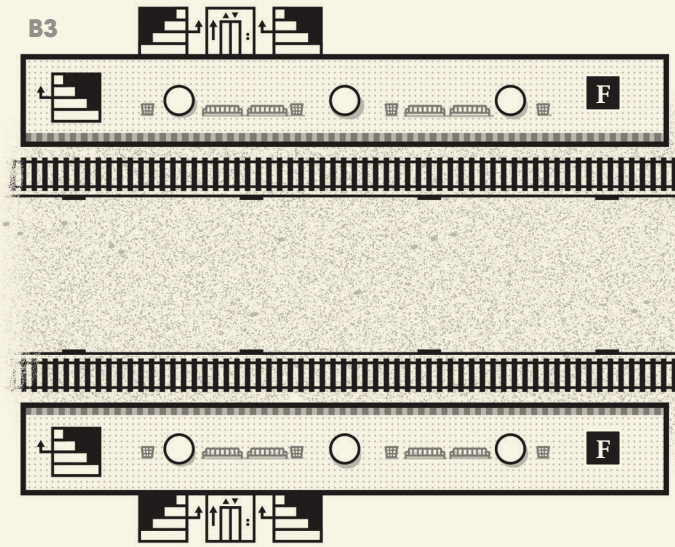












STATION (Underground)

Each Underground station is unique and will offer a lot of personality (through art installations, advertisements, graffiti, etc.), but there are some consistent elements. The following is a blank slate to expand upon. Add more trains and levels as required.

GENERAL

- All levels accessible by elevator and stairs
- Clear wayfinding at all corners and multiple eyelines
- Lower levels have poorer lighting
- Cleanliness will vary
- Tickets cost 1 GP per stop and allow one transfer between lines

A. BELOW LEVEL 1
- Access to street level and B2

B. ONE-WAY GATES
- Only allows passengers exiting the station to pass through

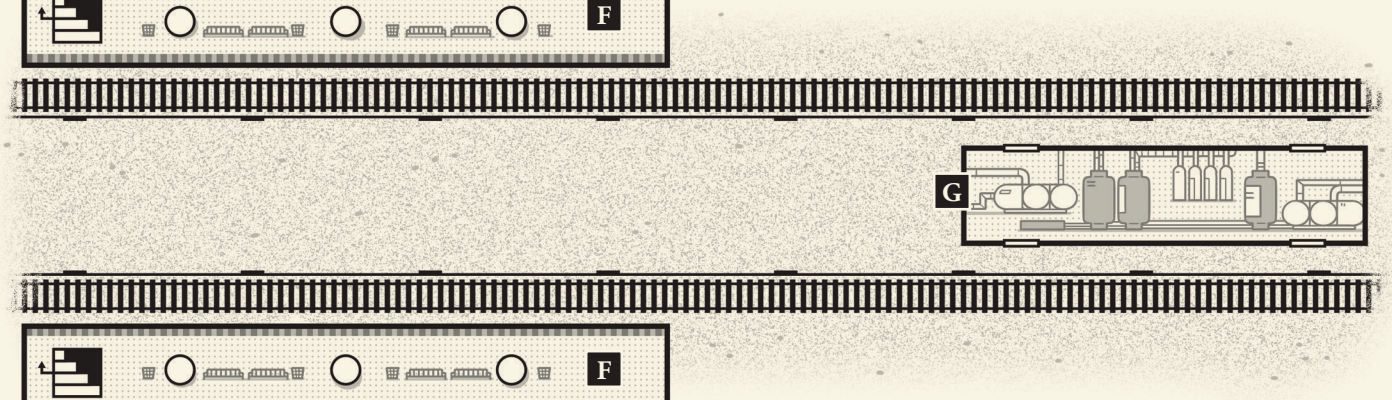
C. AUTOMATIC MACHINES
- Accepts ticket purchased at ticket booth (**D**) or coin (1 GP per stop) and outputs marked ticket

D. TICKET BOOTH
- Only one employee except during rush hour
- Sell tickets, offer direction, etc.
- Safe temporarily holds coins from ticket sales

E. BELOW LEVEL 2
- Pillars with notices, fliers, advertisements, etc.
- In larger stations, B2 links to other lower levels that connect to different trains and connections

F. TRAIN PLATFORMS
- Trains only go one direction
- Countless safety signs
- Touching third rail causes 8D8 lightning damage or save for half

G. MAINTENANCE BAY
- Locked and only accessible from inside the tunnel
- Full of controls for the station
- Equipment for track and car repairs

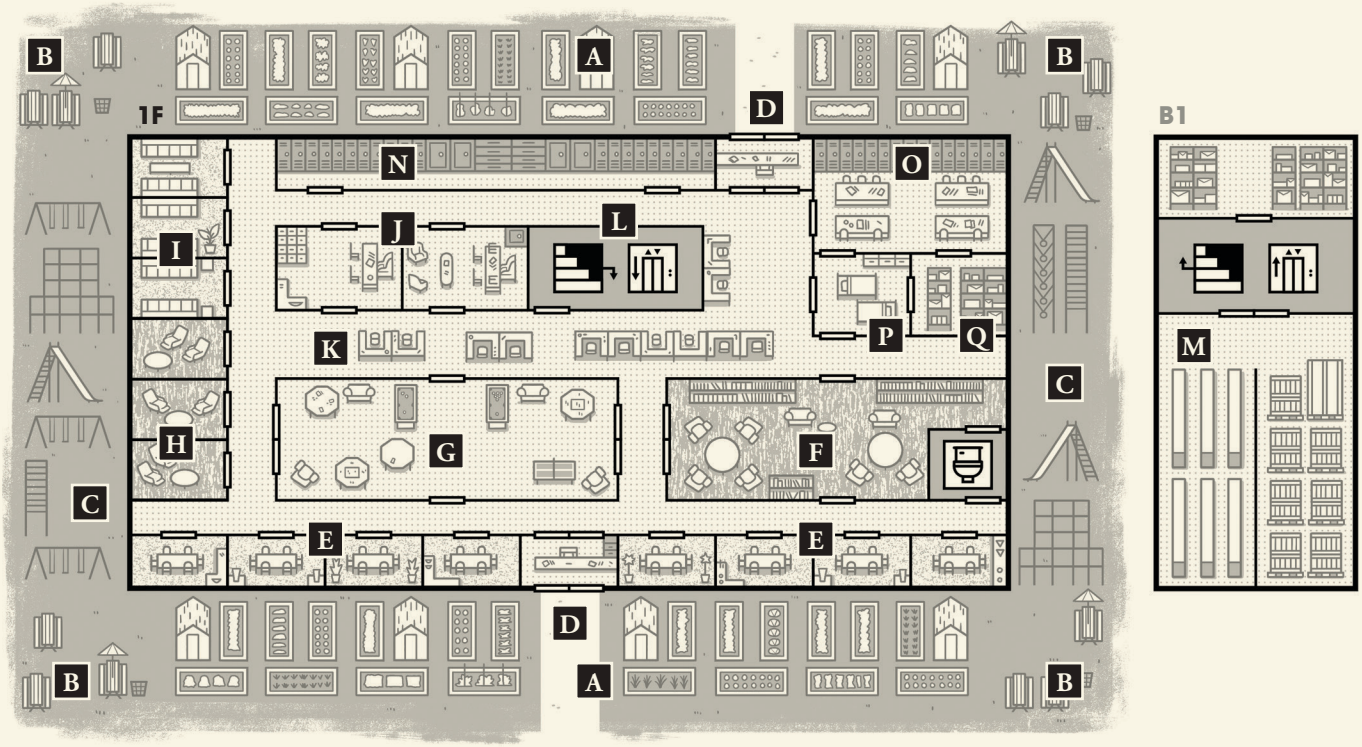


WATCHERFOLK STATION

While there's a Watcher Station in every neighborhood, they're not all the same. Some are large and include libraries, temporary housing, and community kitchens. Others are small with only an office and comfortable (yet secure) meeting room.

GENERAL

- Staffed 24 hours a day
- Locals can enter/exit the building freely (unless they're being detained)
- Construction and appearance resembles a community center
- On-duty Watcherfolk are friendly, helpful, and emphasize local resources



A. COMMUNITY GARDENS
- Plots rented out to locals on a monthly basis
- Sheds full of tools but renters must bring their own seeds

B. OUTDOOR EATING AREA
- Benches, waste bins, umbrellas

C. PLAYGROUND
- Very safe

D. RECEPTION
- Portraits of prominent figures
- Helpful staff always present

E. MEETING ROOMS
- Tables with comfortable chairs
- Lock from the inside and outside

F. LOUNGE ROOM
- Seating, books, games, etc.

G. RECREATIONAL ROOM
- Games, music, card tables, etc.
- Often used for community events

H. TALKING ROOMS
- Low lighting, no windows
- Reclining chairs
- Cushioned walls and floor

I. HOLDING ROOMS
- Friendly lighting and comfortable furniture

J. PRIVATE OFFICES
- Overseer offices
- Locked desk, cabinet, and safe

K. CUBICLES
- Steward and Trainee desks
- Filing cabinets with current cases and administrative paperwork
- Lots of personal items

L. SAFE ROOM
- Combination lock
- Can be locked from the inside
- Stair and elevator access to Storage of Interest (**M**)

M. STORAGE OF INTEREST
- Basement storage
- Evidence, archives and reports, dangerous objects, etc.
- Radium-lined

N. EQUIPMENT STORAGE
- Equipment for all manner of civic duty

O. ON-DUTY WATCHERFOLK LOUNGE
- Waiting to be called upon
- Busy cleaning equipment, preparing paperwork, etc.

P. STAFF SLEEPING QUARTERS
- For overnight shifts

Q. KITCHEN & STORAGE
- Excess food, office supplies, etc.
- Always happy to share

WOGGLEGOLOGY CENTER

The Wogglegologists plan to expand beyond these modest centers. Eventually the operation will require production to scale up to a full factory with automation. Until then, this will have to suffice.

GENERAL

- Plaques with inspirational quotes from Professor Wogglebug hang everywhere
- Gentle music plays and carpeted halls throughout 1F and B1
- B2 is sterile and cold with harsh lighting

A. LOBBY
- VERY enthusiastic to welcome and help however possible

B. SECURITY
- Volunteers but well-trained
- Private entrance to lower level

C. PHARMACY
- Easily pick up tablet packs and the relevant literature

D. MAIN HALL
- Mainly used for recruitment and information sessions
- Occasionally converts to entertainment hall when needed

E. GREEN ROOM
- Waiting area for guest speakers and performers

F. LOUNGE
- Exercise equipment and bookshelves full of Wogglegology literature

G. ATHLETICS COURT
- Can be divided into two courts
- Equipment stored in walls

H. MEETING ROOMS
- Floor-to-ceiling windows

I. COMMUNAL REST AREA
- Rows of cots
- No personal belongings allowed

J. REFLECTION ROOM
- Single bed, sink, toilet, and bookshelf with Wogglegology literature

K. DEEP REFLECTION ROOMS
- Single bed, sink, toilet, and mirror
- Locks from the outside

L. PRINT ROOM
- Printing, folding, and packing of Wogglegology material
- Carts and containers for shipping

M. TABLET PRODUCTION
- Reinforced walls and doors
- Long tables of material prep, tablet pressing, etc.

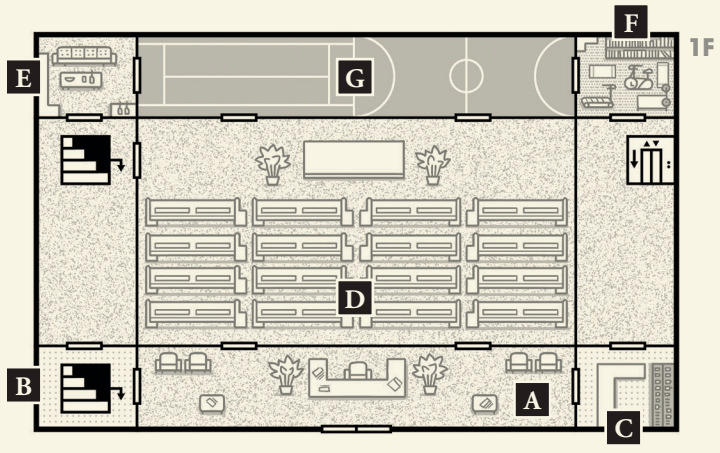
N. STORAGE
- Supplies for printing and tablet production

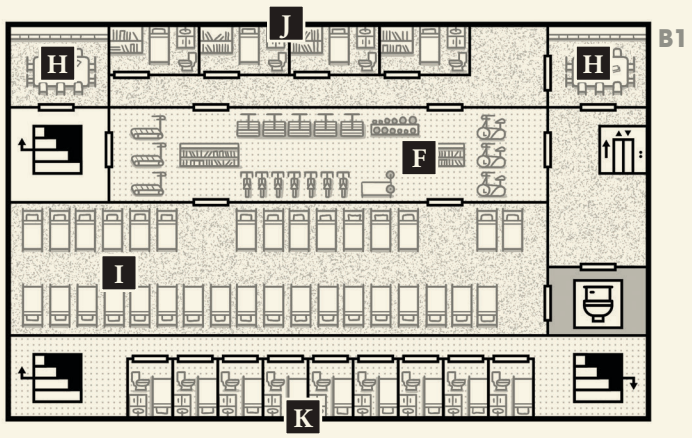
O. MANAGEMENT OFFICES
- No windows, and locks on doors
- Private lavatory and small safe room hidden behind bookshelf

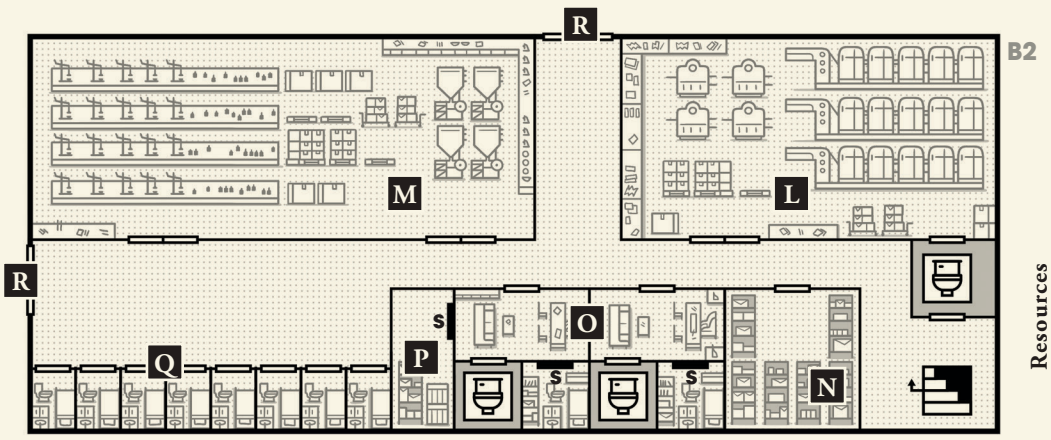
P. VAULT
- Fake wall blocks entrance
- Radium lining and combination lock
- Full of Wogglegologist student valuables, payments to the center, and incriminating evidence over their critics

Q. MEANINGFUL REFLECTION ROOMS
- Bed, sink, and toilet
- Double-locked doors require security and management keys

R. TUNNEL EXITS
- Bringing supplies in, shipping print material and tablets out
- Locked, and where they lead to be determined by the GM







ADVENTURES (EMERALD CITADEL)

Adventures specifically involving the Emerald Citadel, though what leads into these requests is left intentionally vague. Who would ask for this and why? Why is the party the best fit for the task?

D10 EMERALD CITADEL ADVENTURES	
1	Map out the main floor of the Emerald Citadel
2	Set the Southwestern District Tower apartments on fire
3	Unlock all second-level windows in the District towers
4	Harvest a six-leaf clover plant (with roots) from the vivarium
5	Escort Ozma's guest to Feathertown (G6)
6	Smuggle a Goozzle-Goblin into the kitchen
7	Speak with the Gump to find out what they know
8	Steal a strand of hair from Ozma's brush (on the desk in her bedroom)
9	Collect a flask of Water of Oblivion from the Forbidden Fountain
10	Find the scroll of Pyrzqxgl (correctly pronouncing the word unlocks the power to transform creatures and objects) from the basement archives

ADVENTURES (GENERAL)

Sometimes players need a little push. Perhaps they're content waiting for adventure to walk through the door, and that's totally okay. Passive and active play styles are equally welcomed in Oz. What have the adventurers been hired (or blackmailed) to do? Mixing and matching the types of tables (Secretive or Common, the various Districts, etc.) is encouraged as much as keeping everything unified.

D20 GENERAL ADVENTURES	
1	Find (**Roll Object**) at (**Location**) and return to (**Personality**)
2	Observe (**Roll Personality**, **NPC**, or **Creature**) at (**Location**)
3	Get information from (**Roll Personality**, **NPC**, or **Creature**) about (**Location** or **Object**)
4	Sell (**Roll Object**) to (**Personality**, **NPC**, or **Creature**)
5	Buy (**Roll Object**) from (**Personality**, **NPC**, or **Creature**)
6	Steal (**Roll Object**) from (**Personality**, **NPC**, or **Creature**)
7	Find (**Roll Personality**, **NPC**, **Creature**, or **Object**)
8	Convince (**Roll Personality**, **NPC**, or **Creature**) to go to (**Location**)
9	Escort (**Roll Personality**, **NPC**, or **Creature**) to (**Location**)
10	Protect (**Roll Personality**, **NPC**, or **Creature**) as they explore (**Location**)
11	Deliver (**Roll Object**) to (**Personality**, **NPC**, or **Creature**)
12	Stop (**Roll Personality** or **NPC**) from selling (**Object**)
13	Stop (**Roll Personality**, **NPC**, or **Creature**) from destroying (**Object**)
14	Destroy (**Roll Object**) at (**Location**) for (**Personality**, **NPC**, or **Creature**)
15	Rescue (**Roll Personality**, **NPC**, or **Creature**) from (**Location**)
16	Recruit (**Roll Personality**, **NPC**, or **Creature**) away from (**Personality**, **NPC,** or **Creature**)
17	Help (**Roll Personality**, **NPC**, or **Creature**) capture (**Personality**, **NPC**, or **Creature**)
18	Get (**Roll Personality** or **NPC**) fired or removed from their position
19	Sabotage event at (**Roll Location**)
20	Reroll and make it look like (**Roll Personality**, **NPC**, or **Creature**) did it or helped



ADVENTURES (GUILDS, SECRETIVE)

The various underground Guilds are generally focused on membership, rules, and regulations, as well as cross-Guild negotiations. Specific Guilds are provided, but there's no reason they couldn't be substituted for another. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 GUILD ADVENTURES (AGAINST)	
1	Prevent the gathering of Sage elders from taking place
2	Steal a rare gemstone before the Thieves Guild gets to it
3	Destroy the scrolls being sold to the Sage Guildmaster
4	Help a criminal escape Bounty Hunters
5	Discover the identity of the Assassin's Guild Guildmaster
6	Recover the ancient Tome from the Sage Guild's archives

D6 GUILD ADVENTURES (SUPPORT)	
1	Stop a Bounty Hunter from capturing the wrong target
2	Apprehend a rogue assassin and bring them before the Guildmaster
3	Help a thief gain Guild membership by assisting on a major heist
4	Stop a string of Sage kidnappings
5	Protect a bounty hunter while they escort their individual (a thief) back to the courthouse
6	Determine if a rare treasure is real or counterfeit before the thief steals it

ADVENTURES (OBJECTIONISTS)

Objectionist adventures typically revolve around spectacle and recruitment. Protests and demonstrations, rallying others to the cause, or turning an unrelated event into a political one is common. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 OBJECTIONIST ADVENTURES (AGAINST)	
1	Discover which parade float is secretly smuggling supplies and members across the district
2	Uncover the Elected Official hiding among the staff at the sanatorium in Fine Fettle (M6)
3	Steal the blueprints of a safe house to find the location of the storage vault
4	Find evidence proving an Elector is stealing donations
5	Infiltrate a protest event to discover who are the top organizers
6	Interrogate an Elected Official regarding their ties to another secret organization

D6 OBJECTIONIST ADVENTURES (SUPPORT)	
1	Recover stolen shipment of fabric used to make protective garments
2	Reclaim the communal journals from an Official who was voted out of their role
3	Find the evidence proving a civil servant who's vocal against magic is secretly a spellcaster
4	Escort a shipment of supplies transported via the Underground
5	Protect an Objectionist event from outside forces
6	Attend and entertain at a fundraising concert or parade hosted by the Objectionists

ADVENTURES (THE OUTFIT)

Adventures that feature the Outfit usually lean toward illegal activity, territory, and power moves. Gaining leverage over others, taking control of resources, and internal conflict are all great places to start. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 OUTFIT ADVENTURES (AGAINST)	
1	Change the course of a rigged sporting event so the Outfit losses
2	Steal the blueprints to a Boss's home for another group to use
3	Defend a business from Outfit Soldiers collecting their protection money
4	Find the restaurant serving as a front for illegal trade
5	Steal the house from an Outfit-owned gambling den
6	Infiltrate a funeral and note who leaves a rose on the grave

D6 OUTFIT ADVENTURES (SUPPORT)	
1	Welcome an extended family member and escort them to the meeting
2	Deliver the blackmail material to a civil servant during a formal event
3	Act as lookout/cover while a group of soldiers rob an armored cart
4	Collect a gambling debt from a high-ranking civil servant
5	Make a family member "disappear" so a sibling can move up the ranks
6	Attend and entertain at an Outfit wedding or retirement celebration

ADVENTURES (OLIVE KNIGHTS)

Adventures involving the Olive Knights tend to revolve around finance and duty. Guarding banks, attending to civil servants, and ensuring Ozians are abiding by the law are all common. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 OLIVE KNIGHT ADVENTURES (AGAINST)	
1	Infiltrate an Olive Knight bank and rob the main vault
2	Destroy all records of a debt to the bank run by the Olive Knights
3	Prevent an assassination operation by the Guardians
4	Rob a guarded autonomous cart making a deposit for the Olive Knights
5	Map a bank to be robbed by others
6	Infiltrate an Olive Knight ceremony and record all civil servants in attendance

D6 OLIVE KNIGHT ADVENTURES (SUPPORT)	
1	Convince an influential community member to denounce magic
2	Guard locals as they travel to West Bank (W2) to make a deposit
3	Collect a debt that can't be seen connected to the Olive Knights
4	Reclaim the stolen remains of an Tellar burned in magic fire
5	Protect the catacombs beneath a bank from an infestation
6	Imprison a known spellcaster and destroy their workshop

ADVENTURES (OZULTRA)

Adventures that involve OZUltra typically involve test subjects, theories, and results. Trial runs, notes and paperwork, and repeating events with slight tweaks all fit. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 OZULTRA ADVENTURES (AGAINST)	
1	Steal files proving who is funding the program
2	Discover the identity of a prominent researcher
3	Destroy a delivery of experimental chemicals on its way from Repository (W7) to the laboratory
4	Free potential test subjects from a guarded convoy
5	Ruin a public event to prevent an experiment
6	Protect an escaped test subject as they flee to a safe house

D6 OZULTRA ADVENTURES (SUPPORT)	
1	Escort a subject to an intake facility for testing
2	Destroy files proving the program exists
3	Capture a mole before they leak evidence to a newspaper in The Archives (M2)
4	Act as security during a trial run
5	Covertly lace the local tavern's stew with a new batch of chemicals.
6	Speak the activation code at a public event to trigger a widespread test

ADVENTURES (WOGGLEGOLOGISTS)

Wogglegologist adventures are usually centered on rules, recruitment, and money. Affecting their supply chain, public appearances, and exposing secrets all work well. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 WOGGLEGOLOGY ADVENTURES (AGAINST)	
1	Recover a family heirloom taken as a Wogglegologist "donation"
2	Break a dissenter out of a Wogglegology Center and smuggle them out of the District
3	Steal the current list of secret Wogglegologists and make it public
4	Destroy the printing facility that makes their promotional material
5	Prevent a Wogglegologist from reaching Level IV
6	Discover the source of Professor Wogglebug's power

D6 WOGGLEGOLOGY ADVENTURES (SUPPORT)	
1	Protect a delivery run of tablets distributed to members in the neighborhood
2	Recover an automated cart's worth of stolen tablets
3	Deliver information packets to a satellite location in a different neighborhood
4	Raise the money required by a Level I member to complete their set of resource books
5	Return a fleeing Wogglegologist to the center for questioning
6	Attend and entertain guests at an information event at the Wogglegology Center

ADVENTURES (ZUMINATI)

The Zuminati are best served by adventures that feature layers of deception and tradition. Internal trickery, last-minute reveals, and objects of ceremony all work well. Roll 1D6 if the adventure should be a help or hindrance to them, or 1D12 if it doesn't matter.

D6 ZUMINATI ADVENTURES (AGAINST)	
1	Intercept letters/directions between the Lower Order and the Disinformation Agents
2	Find the dumping grounds where the Zuminati are disposing bodies
3	Steal a sacred vial of sap from one of the families of the Upper Order
4	Destroy the landmark/statue used in a District-wide ritual
5	Infiltrate an auction and disrupt the bidding on the final item
6	Prevent the political assassination that will insight a riot

D6 ZUMINATI ADVENTURES (SUPPORT)	
1	Execute a defecting Disinformation Agent and make it look like an accident
2	Escort a Lower Order member to the elevation ceremony (actually a planned execution)
3	Destroy evidence held by a high-ranking civil servant that proves a family's Zuminati membership
4	Rob a bank run by the Olive Knights and dump the Green Pennies in the street to destabilize the area's economy
5	Recover the grimoire used to interpret the Zuminati writings
6	Entertain the guests at a wedding of a member of the Upper Order

ANIMALS

There are a whole host of animals native to Oz (but only one duck!). This is not an exhaustive list but includes some of the most common species in the land. Who owns this tavern? What species was last seen at the scene of the crime? What does the head of the Phanfasm look like? Roll to find out.

D20 ANIMALS (MEDIUM/LARGE)	
1	Pig / Boar
2	Goat / Sheep
3	Mule
4	Deer / Elk
5	Cow / Ox
6	Yak
7	Camel / Bison
8	Hippopotamus
9	Rhinoceros
10	Orangutan / Gorilla
11	Elephant
12	Ostrich / Emu
13	Stork / Flamingo
14	Vulture
15	Wolverine / Hyena
16	Cougar / Leopard
17	Octopus
18	Alligator / Crocodile
19	Wolf / Bear
20	Lion / Tiger

D20 ANIMALS (SMALL)	
1	Field Mouse
2	Newt / Frog
3	Turtle / Tortoise
4	Squirrel / Mole
5	Bat
6	Beaver
7	Crab / Lobster
8	Woodpecker
9	Parrot
10	Owl / Hawk
11	Chameleon / Iguana
12	Snapping Turtle
13	Hedgehog
14	Armadillo
15	Sloth
16	Weasel / Ferret
17	Otter
18	Raccoon / Possum
19	Skunk / Badger
20	Fox



BRING ME . . .

Sometimes a token of proof is required when interacting with the major Personalities of Oz. Some would call them trophies, others call it a receipt for payment. Either way, the owner isn't likely to give this up without a fight. Who would want this? What could be worth such an exchange?

D20 BRING ME . . .	
1	Billina's tail feathers
2	Button Bright's hat
3	Cap'n Bill's pipe
4	Cowardly Lion's flask
5	Dorothy's basket
6	Glinda's pearl necklace
7	Hungry Tiger's bow
8	Jack Pumpkinhead's head
9	Jinjur's sword
10	Locasta's knitting needles
11	Mombi's bonnet
12	Nome King's gemstone heart
13	Oscar Diggs's glasses
14	Patchwork Girl's button eyes
15	Polychrome's earrings
16	Scarecrow's journal
17	Shaggy Man's coat
18	Tik-Tok's core
19	Tin Woodman's axe
20	Verdella's eye patch

CEREMONIES

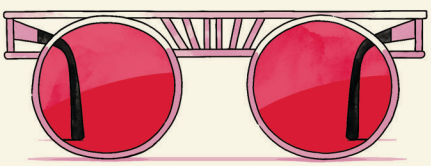
Oz is all about ceremony, and especially so for the numerous secret groups working behind the scenes. Be they benign events that honor ancient traditions or dark rituals that have literal and lasting consequences, it's worth knowing the goal of the ceremony. Is it a public or private event?

D12 CEREMONIES	
1	INITIATION / INDOCTRINATION Tests to see nonmembers are ready. Maybe willingly and maybe not. Sometimes just one ceremony and sometimes a series of events.
2	RITE OF PASSAGE Giving a name, coming of age, defeating a challenge, retiring, death, existing members get elevated to the next tier on the ladder of power, etc.
3	COMMUNICATION Translating, connecting with another plane, reaching across long distances.
4	BURIAL Actively burying the dead, representation of past burials, or symbolic burying of their old life.
5	BIRTHING / CREATION Bringing a new being into the world, giving life to something dead or inanimate, or shedding away the past to start a new life.
6	SACRIFICIAL Giving a life or taking it? Self-sacrifice to help others or simple murder.
7	EMPOWERING Awakening latent skills and powers within or charging up a battery for later use.
8	EDUCATION Learning forbidden knowledge, reaching a higher level of intelligence, or discovering the secrets of others.
9	CLEANSING Purging all the good or bad out of a person, object, or place. Removing physical entities like people or creatures from a location. Maybe cleansing themselves.
10	BINDING / RELEASING Trapping a power or freeing the bound, removing the name of control or locking away forbidden knowledge in the mind.
11	CALMING Appeasing an angry entity, bringing peace to the masses, perhaps a ritual to maintain harmony with nature.
12	CELEBRATORY Classic party. Victory over an enemy, a successful harvest, an excuse to get together.

CHARACTER TRAITS

Characters feeling one-note? Give them twice the personality. One trait can be outward while the other is their internal monologue. Or perhaps they present themselves one way in public and act differently in private or with friends. It's a simple trick but it's a quick way to add depth.

2D20 TRAITS			
1	Friendly	1	Short-tempered
2	Arrogant	2	Forgetful
3	Nervous	3	Casual
4	Greedy	4	Generous
5	Disinterested	5	Grouchy
6	Open	6	Enthusiastic
7	Helpful	7	Exhausted
8	Dishonest	8	Serious
9	Clever	9	Independent
10	Impolite	10	Tidy
11	Ambitious	11	Gentle
12	Calm	12	Unsure
13	Pessimistic	13	Unpredictable
14	Confident	14	Silly
15	Avoids conflict	15	Optimistic
16	Humble	16	Controlling
17	Worried	17	Engaging
18	Creative	18	Stubborn
19	Flexible	19	Quiet
20	Know-it-all	20	Romantic



CONVERSATION STARTERS

The group is at a social event or eavesdropping at a tavern. What are the staff or guests talking about? Engaged conversationalists will bring up personal details (an adventurer's quirk, their custom wardrobe, etc.), but this is for the mundane stuff.

D10 CONVERSATION STARTERS

1 WEATHER
Strange weather bodes ill for the event. Familiar and predictable weather is another reason why they want to leave the neighborhood. Maybe move to another District in Oz.

2 HOBBIES
Dabbles in music. Collects obscure objects. Alters history books for accuracy. Sets small fires at the edge of the neighborhood limits. Breaks cart axles of inconsiderate drivers. The usual.

3 POLITICS
The time for change is now. What's good can only get better. What's bad needs to be stopped before it gets worse. Absolutely must pressure the Warden to represent their citizens when speaking with Ozma.

4 RELIGION
Not enough in Oz. Too much in the Oz.

5 WORK
Their work is very interesting and happy to talk about it. Sales. Trade. Mining. Bricklaying. Urban explorer. (Or **Roll Guild** for the current neighborhood.)

6 THE LOCATION
Not nearly as nice as one would think. Far nicer than expected. Recently renovated after a small crisis. Was built over ruins, and some are still accessible through the basement.

7 THE EVENT
Truly inspiring how this all came together. Such a great idea and a lot of fun. Actually a front for something else. This is just happening as a favor.

8 THE HOST
Recently came into a significant amount of Green Pennies. They keep this quiet, but they have a relative in power. It's strange, they're usually more present but haven't been seen all night. That person they're with is giving off a strange vibe.

9 THE ADVENTURERS
What brings them here? How did they get into such a fascinating career? Do they offer their services on a freelance basis? There's actual a favor that might be a perfect fit.

10 GOSSIP
Apparently . . . the host is being investigated. There's more to this building than one would expect. The catering staff isn't what they appear. Someone got in a lot of trouble earlier on. Half the guests are here for a completely different event.

CREATURES (GILLIKIN)

Creatures for the adventures tables, or the first thing that greets them in Oz? Befriended a human child and treating them like their own baby? Inexplicably laughing at nothing in particular? While similar to the other Districts, these include the creatures likely to be seen in Gillikin.

D20 CREATURES (GILLIKIN)

1	Sawhorse
2	Jackdaw / Rattlesnake
3	Cottabus
4	Gump
5	Ork
6	Seedling
7	Goozzle-Goblin
8	Awgwa
9	Gargoyle / Nome
10	Wheeler
11	Phanfasm
12	Li-Mon-Eag
13	Winged Monkey
14	Kalidah
15	Choggenmugger
16	Dragon / Dragonette
17	A–B–Sea Serpent
18	Mist Maiden
19	Rak
20	Sand Elemental

CREATURES (MUNCHKIN)

Creatures for the adventures tables, or perhaps the ones aggressively defending a strange area. Asleep and blocking traffic? Fell from above and crashed through the roof? While similar to the other Districts, these include the creatures likely to be seen in Munchkin.

D20 CREATURES (MUNCHKIN)

1	Sawhorse
2	Jackdaw / Rattlesnake
3	Chiss
4	Gump
5	Hip-Po-Gy-Raff
6	Ork
7	Seedling
8	Goozzle-Goblin
9	Awgwa
10	Gargoyle
11	Nome
12	Wheeler
13	Phanfasm
14	Li-Mon-Eag
15	Kalidah
16	Choggenmugger
17	A–B–Sea Serpent
18	Rak
19	Sand Elemental
20	Unicorn

CREATURES (QUADLING)

Creatures for the adventures tables, or is it tormenting a restaurant and eating all the food? Floating face down in a fountain? Following a Watcherfolk like a pet? While similar to the other Districts, these include the creatures likely to be seen in Quadling.

D20 CREATURES (QUADLING)	
1	Sawhorse
2	Jackdaw / Rattlesnake
3	Hammerhead
4	Gump
5	Ork
6	Seedling
7	Goozzle-Goblin
8	Awgwa
9	Gargoyle / Nome
10	Wheeler
11	Phanfasm
12	Li-Mon-Eag
13	Fighting Tree
14	Fighting Tree
15	Kalidah
16	Choggenmugger
17	A–B–Sea Serpent
18	Rak
19	Sand Elemental
20	Zoop

CREATURES (WINKIE)

Creatures for the adventures tables, or was it recently found dead on the steps of the Mayor's office? Trapped and carted to a secret location? Lost and wandering down the Yellow Brick Roads? While similar to the other Districts, these include the creatures likely to be seen in Winkie.

D20 CREATURES (WINKIE)	
1	Sawhorse
2	Jackdaw
3	Rattlesnake
4	Gump
5	Ork
6	Seedling
7	Goozzle-Goblin
8	Awgwa
9	Gargoyle
10	Nome
11	Wheeler
12	Phanfasm
13	Li-Mon-Eag
14	Kalidah
15	Choggenmugger
16	A–B–Sea Serpent
17	Rak
18	Sand Elemental
19	Giant
20	Giant (Taffy)

CROWDS

Need a little more depth for the random crowds that congregate in Oz? Want to have a surprise when the party leaves the building? Roll and find out.

D10 CROWDS	
1	VIOLENT A personal fight that turned into something bigger. Exclusively attacking certain buildings or property. Chanting and cheering at the carnage.
2	UPSET Nonviolent but vocal. Over a recent event. At longstanding rules. Because of a lack of rules.
3	EXHAUSTED Moving sluggishly and filling the streets. Had a great time, or barely survived a terrible experience. Bumping into each other but too tired to care.
4	FRANTIC Chaotic and no one knows what to do next. Running in all directions. Conflicting messages from passersby. Mix of thrilled, terrified, and dumbstruck.
5	WATCHING The whole group is enthralled by something. It's not immediately clear, but after pushing through the throng, the point of focus reveals itself. Perhaps the party shows up and the crowd is looking their way.
6	AIMLESS Just a bunch of people wandering around. Not sure why they're here, but they saw a group and wanted to check it out. The source is long gone and forgotten, but everyone is sticking around and waiting for something to happen.
7	ORGANIZED One leader. Maybe multiple leaders. Chanting and a rhythm to everything. Clear formations and intentions.
8	MIGRATING Trying to get from A to B. Making a deadline or fleeing terrible circumstances.
9	TOURING Simply visiting. Wanted to see a special event or location or person. Those in charge are barely keeping everyone together.
10	CELEBRATORY The right decision. The team won. Everyone is safe. All that matters is that spirits are high and no one is allowed to be sad right now.
11	UNCONSCIOUS Every one of them. Unnatural sleep or some sort of attack. Is it better to wake them up or leave them undisturbed?
12	ACTING Reroll and it's all a facade. Who organized this? How did they get so many people involved?

EXHIBITS

With all the galleries and museums celebrating Ozian culture, it won't take long before the adventurers walk in and ask more about the exhibit. A little information can go a long way. Roll on the following tables to have a handful of details ready when the curator starts discussing their latest acquisition. And don't hesitate to mix in classic features like bones, weapons, portraits, and landscapes. Sometimes a little familiarity mixed in with the obscure makes the strange all the more interesting.

D20 EXHIBIT CREATOR DETAIL	
1	Scavenged materials from the Deadly Desert
2	Roughly 200 years old
3	Local children
4	Elderly
5	Doesn't use hands
6	Creates while suspended
7	Exclusively works outdoors
8	Not an artist
9	Currently evading capture
10	Former wrestler
11	Allergic to the sun
12	Raised by Bunnyfolk
13	Creates while submerged
14	Their first collection
15	Retired Watcherfolk
16	In conflict with Ozma
17	Active protester
18	Tried to destroy their work
19	Uncredited
20	Openly affiliated with secret organization

D10 EXHIBIT INSPIRATION	
1	Nature
2	Survival
3	Love
4	Religion
5	War
6	Politics
7	Personal experiences
8	Music
9	Visions
10	Secret messages

D10 EXHIBIT MATERIALS	
1	Found objects
2	Food
3	Textiles
4	Paint / Ink
5	Wood
6	Clay
7	Glass
8	Metal / Tin
9	Performance art
10	Mixed media (reroll twice)



LOCATIONS (GENERAL, COMMON)

Want a meeting spot or corner store for the next big encounter? Need a starting point so every building isn't the home of a butcher, baker, or candlestick maker? Roll and build off of the following chart.

D20 COMMON LOCATIONS	
1	SECOND HAND Reroll and add another layer to the location. Vintage store, predatory lender, reclaimed materials, etc.
2	WAREHOUSE / STORAGE Reroll for the materials and goods that are stored.
3	CONSTRUCTION / MANUFACTURING Tinner plant, Yellow Brick Road repair, city infrastructure, etc. Or a yet-to-be-determined plot of land that's still under construction and built on top of something ancient and dangerous.
4	UTILITIES / REPAIR Early electricity, sewer system, water treatment facility, equipment or infrastructure repair, etc.
5	SUPPLIES / WHOLESALE Restaurant and hospitality supplier, print shop, furniture rental, etc. The businesses that go in and out of places unnoticed.
6	SERVICE / STAFFING Cleaners, clerical, managing, headhunting, scouts, etc. Rows upon rows of cubicles, offices, and filing cabinets.
7	TRANSPORTATION Underground or Overground stop, Sawhorse stable, call center, etc.
8	FOOD / AGRICULTURE Restaurant. Pub. Farm. Butcher. Baker. Market. Grocers.
9	EDUCATION / RESEARCH Library. School. Dormitory. Lab. Storage facility.
10	NEWS / MEDIA Head office. Print shop. Distribution center. Design studio.
11	ARTS / ENTERTAINMENT Studio. Gallery. Club. Casino. Fighting ring.
12	RETAIL / SALES Lifestyle. Clothing. Accessories. Toys. Furniture. Housewares. Tools. Black-market magic.
13	ALL PURPOSE / GENERAL STORE Bodega. Convenience shop.
14	HOSPITALITY / TRAVEL Bed & Breakfast. Inn. Hotel. Ticket booth. Vacation booking center.
15	HEALTH / WELLNESS Sanatorium. Apothecary. Gym. Natural food store.
16	FINANCE / LEGAL Bank. Safe. Room full of safety deposit boxes. Law office. Document storage room. Courtroom. Watcherfolk's station. Jail.
17	RELIGION Cemetery. Church. Temple. Nunnery. Friary. Wogglegology Center.
18	COMMUNITY / GOVERNMENT Community center. Statue. Installation. Fire station. Post office. City hall. Mayor's office.
19	NATURAL / RESERVE Park. Pond. Trail. Campgrounds.
20	ELITE Reroll and the location's admission is only granted by invitation, appointment, or fee.

LOCATIONS (GENERAL, SECRETIVE)

When you need somewhere particularly illicit. Where is the ritual taking place? Perhaps plans have had to change on the fly and now it's being moved somewhere else. Variety is the spice of life.

D20 SECRETIVE LOCATIONS	
1	EMPTY Whatever it was used for, it's empty now. The larger the area, the creepier it is.
2	SAFE HOUSE A secret place for extreme times. Its whereabouts known by a select few.
3	PUBLIC Out in the open. Away from watchful eyes, or part of the plot requires bystanders to be exposed to this. Very dramatic.
4	FACADE It's all pretend. The room or space has been made up to look like something else, but anything other than a cursory glance reveals the deception.
5	UNDERGROUND Tunnels and basements and sewers are all very dramatic. Hidden hatches or stairwells further heighten this.
6	ROOFTOP Low roofs are visible from the ground, so the higher, the better. Out of reach.
7	TRANSPORTATION How someone or something is moved. Underground, high above others, or built into something mundane so as not to arouse suspicion.
8	BUSINESS Just a mundane business. Except it's a front to something bigger. Are the owners aware of what's happening right under their noses?
9	PERSONAL The private home of someone involved. Makes it all feel more intimate.
10	MEETING Mundane. Large rooms. Large tables. Lots of uncomfortable chairs.
11	COMMUNICATION Dedicated space for messages or discussions to take place. Maybe bargains or a reprimanding. Is it between equals? A superior and inferior? The true power and the person everyone THINKS is in charge?
12	RESEARCH All thanks to careful planning. A library, laboratory, or simply an office hiding the preserved minds of ancient scholars. The crucial information is heavily guarded.
13	PREPARATION Just like backstage. Where the calm happens before the storm. Sometimes bustling with people or isolated to allow for quiet reflection.
14	BANQUET Everyone needs to eat. Maybe a test to see who can refrain from indulging. Or perhaps only one is allowed to dine while the others simply observe.
15	HISTORIC The site where history was made. Long forgotten or perhaps repurposed to cover up its dark past.
16	CELEBRATORY A place to celebrate a victory or change in status. Full of all sorts of merriment.
17	CEREMONIAL The main event. Always an audience.
18	SACRIFICIAL A rare event or commonplace and barely noticed? The sacrifice needn't be blood or flesh: maybe a tool is burned or a memory is locked away.
19	ANOTHER PLANE Small pocket or endless expanse? Once here, there are a very specific series of events that need to take place before anyone can return.
20	LIMITED ACCESS Reroll, and the location can only be accessed under special conditions. Specific time of month or day. After blood is spilled on the doorknob. Speaking sacred words, etc.

LOCATIONS (GILLIKIN)

Locations for the random adventure tables. Where will the ceremony take place? Sources say this is the last place the criminal was seen. Where do the clues say the assassination attempt will be made? Roll to find out.

D20 LOCATIONS (GILLIKIN)	
1	Underground Car (G Line)
2	Country Club (G1)
3	Tower of Oz (G2)
4	Shopping Center (G3)
5	Wrestling Ring (G4)
6	Reading Room (G5)
7	Rooftop Party (G6)
8	Information Booth (G7)
9	Valley of Mist (G8)
10	Top of Amethyst Tower (G9)
11	Tunnel (G Line)
12	Private Mansion (G1)
13	Catacombs (G2)
14	Racket Court (G3)
15	Gym (G4)
16	Quiet Zone (G5)
17	Art Gallery (G6)
18	Lookout Point (G7)
19	Monkey Temple (G8)
20	The Warden's Room (G9)

LOCATIONS (MUNCHKIN)

Locations for the random adventure tables. Roll twice to sort out the true and decoy location of a Zuminati event. Where are the papers hidden? Associated neighborhoods are included in brackets.

D20 LOCATIONS (MUNCHKIN)	
1	Underground Car (M Line)
2	Courthouse (M1)
3	Library Kid's Section (M2)
4	Brick Factory (M3)
5	Art Gala (M4)
6	The Quad (M5)
7	Sanatorium Basement (M6)
8	Mountain Slope (M7)
9	Abandoned Camp (M8)
10	Sapphire Castle Throne Room (M9)
11	Tunnel (M Line)
12	Wedding Chapel (M1)
13	Newsroom (M2)
14	Mud Field (M3)
15	Open Door Park (M4)
16	Lecture Hall (M5)
17	Graveyard (M6)
18	Ice Rink (M7)
19	Poppy Field (M8)
20	The Warden's Room (M9)

LOCATIONS (QUADLING)

Locations for the random adventure tables. Where was the loot taken? What was the victim's last-known location? Where will the player characters be safe? Good for answering the WHERE of adventure.

D20 LOCATIONS (QUADLING)	
1	Underground Car (Q Line)
2	Greenhouse (Q1)
3	Forge (Q2)
4	Fancy Restaurant (Q3)
5	Hillside Garden (Q4)
6	Casino (Q5)
7	Parade Float (Q6)
8	Windmill (Q7)
9	Hopper & Horner Mountain (Q8)
10	Ruby Palace Gardens (Q9)
11	Tunnel (Q Line)
12	Inside a Hollow Tree (Q1)
13	Fishing Boat (Q2)
14	Eating Competition (Q3)
15	Underground Tunnel (Q4)
16	Buffet (Q5)
17	Training Base (Q6)
18	Amusement Park (Q7)
19	Great Waterfall (Q8)
20	The Warden's Room (Q9)

LOCATIONS (WINKIE)

Locations for the random adventure tables. Roll a few locations for the next Seedling outbreak, or maybe the location of the stashed getaway cart. Associated neighborhoods are included in brackets.

D20 LOCATIONS (WINKIE)	
1	Underground Car (W Line)
2	Dragon Garage (W1)
3	Karaoke Bar (W2)
4	Community Pool (W3)
5	Back Alley (W4)
6	Clockmaker's Shop (W5)
7	W Line Station (W6)
8	Warehouse (W7)
9	Seed Bank (W8)
10	Tin Fish Pond (W9)
11	Tunnel (W Line)
12	Thistle Garden (W1)
13	Bank Vault (W2)
14	Yarn Store (W3)
15	Gloma's Home (W4)
16	Oz Mint (W5)
17	Water Treatment Plant (W6)
18	Abandoned Tinner Factory (W7)
19	Sun Top Mountain (W8)
20	The Warden's Room (W9)

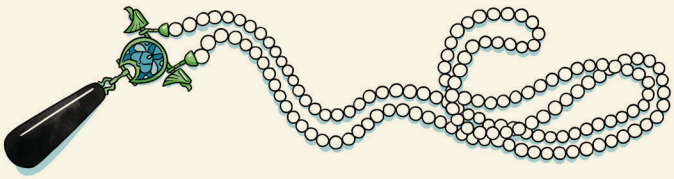
LODGING EVENTS

If the party spends enough time settled at one location, something is bound to happen. Consider rolling once a month or immediately after a major change/upgrade (perhaps they treat themselves and spend a week living lavishly). Roll 1D6 for simple living, 1D8 for modest living, 1D12 for comfortable living, and 1D20 for lavish living.

D20 LODGING EVENTS	
1	CRIME Stolen property. Vandalized room. Dead body in the lobby.
2	DAMAGE Roof caved in. Room turned upside down looking for something. Hammer-wielding vandals sending a message.
3	CORRESPONDENCE A quick note of warning or threat. A detailed and signed invitation. Maybe something small included in the envelope.
4	GIFT Flowers or small package left with staff. Personal item hidden in the room. Box with threatening contents.
5	ROOMMATE HELP Fellow guest heard a rumor. Prevented something bad from happening. Found this in the alley out back. Just trying to help.
6	MISSED VISITOR Stranger in cloak or not hiding their identity. Left a message or a note or this dagger in the door. In a hurry, or worried or angry.
7	MISTAKE Parcel left in room but not meant for the group. Visitor sends the wrong message. Wrong checkout date and now belongings are on the street.
8	INFORMED GESTURE Modified the room to better suit the guest's needs. Heard you talking about X and wanted to help. Knows you like Y and left behind a themed gift.
9	ACCUSATION Watcherfolk want to ask a few questions. Wanted poster slipped under every door. Evidence of crime found in the party's room.
10	CONFLICT Related to the group, or maybe just a brawl breaking out. Intervene or ignore it? Individual waiting and angry.
11	CHANGE Owner or staff are different. Décor has been changed. Moved to a different room without warning.
12	VISITOR They've been waiting in the corner for hours. Visitor enters with full entourage. Full security sweep before any sort of exchange. They have a request or demand or simply want to learn more.
13	BILL For earlier damages. For the food stolen. An invoice from elsewhere delivered here and a collector is waiting.
14	UPGRADE Improve the guest's property. Underground pass works on Overground. Change of rooms to include additional feature.
15	COMPLIMENTARY Free week of rent. Tickets to an event. Additional gifts and services.
16	CELEBRATION Related to the group or not. A birthday, wedding, or promotion.
17	PERSONAL ASSISTANT For 1 week. Compliments of an anonymous benefactor. Aid in whatever the group needs. Perhaps a spy or legitimately simply wants to help.
18	PROTECTION Useful tip, provide illegal items, staff redirected unsavory visitors.
19	LONG-TERM BENEFIT Overheard the need for X and believe Y could be of help. Permanently boost a skill, temporary HP increase, etc.
20	POLITICAL VISITOR Warden or Ozma know the party is here and wishes to meet. Visiting and happens to bump into each other. Well guarded. Also loves these lodgings.

LOOT

The good stuff. Whether searching a body, looking in the nest of a creature, or opening a dusty door, there's bound to be something of value. Roll multiple times if the players really deserve it, and replace the detailed objects with new and cool things as they're discovered. Don't hesitate to mix things up.



D100 LOOT	
1	Whatever it was, all that's left is dust
2	5 GP
3	5 GP
4	Used Underground ticket
5	Receipt from bakery in Toasting
6	5 GP
7	5 GP
8	Used Underground ticket
9	Pouch full of Yellow Brick dust
10	10 GP
11	10 GP
12	10 GP and a press pass
13	Objectionist pamphlet
14	15 GP
15	15 GP
16	15 GP
17	Tin Snips
18	Cloth bag with a pearl inside
19	Cloth bag with a sapphire inside
20	Cloth bag with a ruby inside
21	Purple glass spectacles
22	20 GP
23	20 GP
24	20 GP
25	Bundle of Winged Monkey feathers
26	Scrap of recipe with "2,500 GP" written on it
27	Bank receipt from West Bank (W2) with "Where did it go?" written on it
28	Loonville (Q4) Arena ticket soaked in blood
29	A single jigsaw puzzle piece of an eye
30	25 GP
31	25 GP
32	Guild membership card
33	Dirk that deals double damage in moonlight
34	40 GP
35	40 GP
36	Guild membership card
37	Mother of pearl ring
38	50 GP and a pouch full of tacks
39	50 GP and a pouch full of sunflower seeds
40	50 GP and a pouch full of coffee
41	1 pair of red glass spectacles and 1 pair of blue glass spectacles
42	Watcherfolk badge with number W1312
43	60 GP and folded piece of blank newsprint
44	60 GP and folded piece of wax paper
45	Pair of Gargoyle wings
46	Chiss quill
47	Chiss quill
48	Chiss quill
49	10 arrowheads that deal double damage in sunlight
50	Dried Goozzle-Goblin hand in a jar
51	Jackdaw skull in a jar of black feathers
52	Kalidah claws in a jar
53	Nugget of Radium
54	Deck of cards with the Queen of Hearts missing
55	Deck of cards with no Kings
56	Deck of cards with the Ace of Diamonds missing
57	5 Green Pennies with irremovable red marks (Olive Knight coins)
58	Map of a bank with an amount written on it
59	Map of a library with a date written on it
60	Map of a known street with an "X" on a specific building
61	Vial of water from the Truth Pond (W8, drinker cannot lie for 3 questions, lasts until 3rd question is answered)
62	75 GP and a wood thimble
63	75 GP and a gold thimble
64	75 GP and a Radium thimble
64	2 pairs of green glass spectacles
66	Zoop footprint on paper
67	Zoop footprint on fabric
68	Zoop footprint on tin
69	Ring with a shield-shaped mirror instead of a gemstone
70	Dragonette scale
71	Dragonette scale
72	Dragonette scale
73	Dragon scale
74	75 GP and a locket with a player character's portrait
75	75 GP and a locket with the Warden's portrait
76	75 GP and a locket with Ozma's portrait
77	Radium dagger
78	Tinner schematic with bloodstains on it
79	Tinner schematic showing a major flaw
80	Tinner control key
81	Whistle that summons Animal Swarm (field mice, 6 pools) and does your bidding once
82	Wooden goblet
83	Gold goblet with gemstones
84	Etched Radium goblet
85	Wogglebug (named Lucite) trapped in a jar
86	100 GP and a ruby worth 200 GP
87	100 GP and a sapphire worth 200 GP
88	100 GP and an emerald worth 200 GP
89	A trinket from the Ornamitts that speaks a location and then goes silent
90	Simple note describing a Relic of Oz
91	Crude sketch of a Relic of Oz
92	Sketch of a Relic of Oz with a location written underneath
93	Prism containing a rainbow that, when broken, will take a select group to anywhere in Oz (single use)
94	Jar of paint flakes from the Magic Picture that, when laid out or added to water, show what the owner is looking at (if anything)
95	Page torn from the book of records that depicts an important day in history (but constantly changes to talk about it from different perspectives)
96	A single piece of straw from the Broomstick that always points toward the Broom
97	Ball of yarn taken from the Magic Carpet that can grant powerful resistances if used to make a new garment
98	Gemstone from the Magic Belt that immediately transports the party to its location
99	One dose of the Powder of Life
100	A Relic of Oz

MAGICAL OCCURRENCES

If random magic isn't the right fit for the tone of your game, consider giving it an explanation. Perhaps it's caused by magic repressed for too long, an event causing extreme emotion, or manifesting at a certain age. The source could be an Ozian, an outsider, or even an object. Note that single-target occurrences will rarely affect one of the player characters, but it is absolutely possible.

D100 LOOT	
1	Single target gains enhanced speed (1 day)
2	Multiple targets gain enhanced speed (1 hour)
3	Single target gains enhanced strength (1 day)
4	Multiple targets gain enhanced strength (1hour)
5	Single target gains enhanced senses (sight, hearing, touch, etc., 1 week)
6	Multiple targets gain enhanced senses (sight, hearing, touch, etc., 1 day)
7	Single target gains enhanced reflexes (1 day)
8	Multiple targets gain enhanced reflexes (1 hour)
9	Multiple targets gain ability to walk on any surface (1 hour)
10	One target gains ability to walk on any surface (1 day)
11	Multiple objects float (1 hour)
12	Single structure floats (1 day)
13	Single target teleports within same area
14	Two targets swap locations
15	Multiple targets/objects are teleported to a nearby location
16	Single target can move through solid objects (1 day)
17	Multiple targets can fly (1 hour)
18	Single target can fly (1 day)
19	Portal (fist-sized) opens
20	Portal (house door-sized) opens
21	Portal (barn door-sized) opens
22	Portal to different location opens
23	Portal to nothing opens for 1 hour, anything that goes through it reappears 1 day later
24	Single target/object transforms into a different material (wood, iron, Radium, etc., 1 day)
25	Single target/object transforms into an element (fire, water, earth, electricity, etc., 1 day)
26	Single target/object transforms into a peculiar material (cotton candy, soap, leather, etc., 1 day)
27	Single target/object increases in size (1 day)
28	Single target/object decreases in size (1 day)
29	Multiple targets/objects increase in size (1 day)
30	Multiple targets/objects decrease in size (1 day)
31	Single target can change their appearance (age, ancestry, gender, etc., 1 day)
32	The appearance of multiple targets changes (age, ancestry, gender, etc., 1 day)
33	Single target/object duplicates (1D12 copies, 1 day)
34	Multiple targets split in two (1 day)
35	Single target emits a concussive blast that fills a room
36	Single target emits a concussive blast the size of a barn
37	Single target emits an explosive blast the size of a room
38	Single target emits an explosive blast the size of a barn
39	Single target detonates in an explosive blast the size of a barn and reappears 1 day later
40	Single target creates dozens of explosive blasts the size of a room
41	Single target creates dozens of explosive blasts the size of a barn
42	Single object explodes in a concussive blast
43	Single building explodes in a concussive blast
44	Single target's voice is magnified (1 day)
45	Multiple target's voices are magnified (1 day)
46	Single structure absorbs all nearby sound (1 day)
47	Entire area absorbs all sound and is silent (1 day)
48	Single target/object emanates rainbow light (1 day)
49	Single structure emanates rainbow light (1 week)
50	Multiple targets/objects glow a single color (each unique, 1 day)
51	Single target can manipulate an element (fire, water, ice, earth, electricity, etc., 1 week)
52	Single target can manipulate a material (wood, brick, metal, Radium, etc., 1 week)
53	Single target can manipulate a peculiar material (sugar, hair, anything striped, etc., 1 day)
54	Single target can create objects (weapons, teacups, books, etc., 1 week)
55	Single target can create an element (fire, water, ice, earth, electricity, etc., 1 week)
56	Single target can create a material (wood, brick, metal, Radium, etc., 1 week)
57	Single target can create a peculiar material (helium, cookie dough, braided rope, etc., 1 week)
58	Single target can change objects into an element (fire, water, ice, earth, electricity, etc., 1 week)
59	Single target can change objects into a material (wood, brick, metal, Radium, etc., 1 week)
60	Single target can change objects into a peculiar material (rose petals, burned marshmallow, ink, etc., 1 week)
61	Single target can manipulate the weather (1 week)
62	Single target's mood controls the weather (1 week)
63	Single target becomes immune to injury and pain (1 day)
64	Multiple targets become immune to injury and pain (1 day)
64	Single target is encased in an impenetrable barrier (1 hour)
66	Multiple targets/objects are encased in impenetrable barriers (1 hour)
67	Single structure/location is encased in an impenetrable barrier (1 day)
68	Single target has all ailments and injuries healed
69	Single target can cure all minor injuries and ailments with touch (1 week)
70	Multiple targets have all ailments and injuries healed
71	Single target can cure one major injury or ailment per touch (limited to 1 cure per recipient, 1 week)
72	Gravity in the area disappears (1 hour)
73	Single object gains sentience (1 day)
74	Single structure gains sentience (1 day)
75	Multiple objects gain sentience (1 hour)
76	Single target can move any small or medium targets/objects they can see for 1 day
77	Single target can move any large or bigger targets/objects they can see (1 day)
78	Single target can disintegrate any small or medium object (1 day)
79	Single target draws in all small objects (1 day)
80	Single target repels all small objects (1 day)
81	Location/structure draws in all targets/objects smaller than itself (1 hour)
82	Multiple targets/objects become invisible (1 hour)
83	Single location/structure becomes invisible (1 week)
84	Single target manifests illusions they can control (1 week)
85	Single target manifests illusions they cannot control (1 week)
86	Illusory location/structure appears (1 week)
87	Single target can communicate telepathically with anyone they see (1 week)
88	Multiple targets can communicate telepathically with each other (1 week)
89	Single target can communicate with the dead/lost/forgotten (1 week)
90	Single object can communicate with anyone (1 week)
91	Single target can communicate with the dead/lost/forgotten (1 week)
92	Time slows down for single target/object (1 day)
93	Time speeds up for single target/object (1 day)
94	Time slows down for single location/area (1 week)
95	Time speeds up for single location/area (1 week)
96	Time stops in a single location/area (1 week)
97	Single target has influence over any intelligent being they can see (1 week)
98	Single target can read the surface thoughts of any intelligent being they can see (1 week)
99	Single target is aware and can negate magic they can see
00	Single target is aware of and can negate magic within 1000′ (duration determined by GM)

NPCs (GENERAL, COMMON)

Oz isn't just full of famous personalities and secret groups. It's the everyday world that makes the unique traits of Oz feel special. Who needs help? Who has the information needed by the party?

D20 NPCS (COMMON)	
1	Random child / Pickpocket / Thief
2	Senior / Socialite
3	Critic / Journalist
4	Collector / Trader / Hobbyist
5	Nomad
6	Trainer / Master / Apprentice
7	Banker / Manager / Accountant
8	Farmer / Inspector
9	Educator / Historian / Researcher
10	Blacksmith / Tinsmith
11	Sanatorium Worker / Healer
12	Shopkeeper / Sign Painter
13	Cook / Server / Baker
14	Tinner Mechanic / Operator
15	Road Worker / Brickmaker
16	Tour Guide / Park Ranger
17	Singer / Dancer / Wrestler
18	Watcherfolk / Watcherfolk-in-Training
19	Lawyer / Judge
20	Magical (reroll)

NPCs (GENERAL, SECRETIVE)

Pair this with the COMMON NPCs table to add an extra layer to the mystery or for their public identity. Perhaps they're only known in title and role but the true secret is the face behind the mask.

D20 NPCS (SECRETIVE)	
1	Guild Member (Assassin, Thief)
2	Sage / Bounty Hunter
3	The Outfit (Associate / Soldier)
4	The Outfit (Underboss / Boss)
5	OZUltra Test Subject
6	OZUltra Researcher
7	Wogglegologist
8	Professor Wogglebug
9	Objectionist (Elector, Peaceful)
10	Objectionist (Elector, Hostile)
11	Objectionist (Elected Official)
12	Zuminati (Disinformation Agent)
13	Zuminati (Lower Order)
14	Zuminati (Upper Order)
15	Zuminati (Terzo)
16	Olive Knight (Squire)
17	Olive Knight (Guardian)
18	Olive Knight (Tellar)
19	Informant (to Mayor, Warden, or Ozma)
20	Double agent (reroll)

NPCs (GILLIKIN)

Non-player characters for the adventure tables, or perhaps someone blackmailing the group. Suggested neighborhood included.

D20 NPCS (GILLIKIN)	
1	Train Operator (G Line)
2	Country Club Cook (G1)
3	Boardwalk Repairer (G2)
4	Bicycle Mechanic (G3)
5	Street Food Vendor (G4)
6	Book Historian (G5)
7	Party Planner (G6)
8	Sign Painter (G7)
9	Skittish Cartographer (G8)
10	Amethyst Tower Guard (G9)
11	Busker (G Line)
12	Child Entrepreneur (G1)
13	Security Consultant (G2)
14	Spice Trader (G3)
15	Celebrated Wrestler (G4)
16	Treasure Hunter (G5)
17	Graffiti Artist (G6)
18	Landscape Painter (G7)
19	Duck Enthusiast (G8)
20	Assistant to Warden (G9)

NPCs (MUNCHKIN)

Non-player characters for the adventure tables, or perhaps someone indebted to the group. Suggested neighborhood included.

D20 NPCS (MUNCHKIN)	
1	Train Operator (M Line)
2	Wedding Officiant (M1)
3	Proofreader (M2)
4	Road Repairer (M3)
5	Paint-maker (M4)
6	Coffee Shop Barista (M5)
7	Graveyard Maintenance (M6)
8	Ski Instructor (M7)
9	Botanist specializing in poppies (M8)
10	Guard of Sapphire Castle (M9)
11	Graffiti Poet (G Line)
12	Fair Judge (M1)
13	Sign Language Teacher (M2)
14	Pottery Instructor (M3)
15	Reviled Art Critic (M4)
16	Professor of Magnification (M5)
17	Healthcare Cart Driver (M6)
18	Cheese Carver (M7)
19	Architect Studying House Ruins (M8)
20	Assistant to Warden (M9)

NPCs (QUADLING)

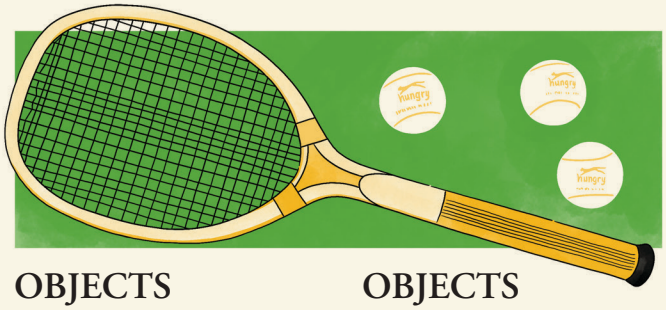
Non-player characters for the adventure tables, or maybe the one that stumbles into the tavern with a quest. Suggested neighborhood included.

D20 NPCS (QUADLING)	
1	Train Operator (Q Line)
2	Lawn Bowler (Q1)
3	Knife Sharpener (Q2)
4	Vegetarian Chef (Q3)
5	Oil Painter (Q4)
6	Casino Card Dealer (Q5)
7	Watcherfolk Trainee (Q6)
8	Windmill Cleaner (Q7)
9	Forest Tour Guide (Q8)
10	Guard of Ruby Palace (Q9)
11	Rush-Hour Pickpocket (Q Line)
12	Experimental Horticulturist (Q1)
13	Fencing Instructor (Q2)
14	Restaurant Reviewer (Q3)
15	Tunnel Engineer (Q4)
16	Stage Magician (Q5)
17	Fireworks Technician (Q6)
18	Amusement Park Entertainer (Q7)
19	Horner Miner (Q8)
20	Assistant to Warden (Q9)

NPCs (WINKIE)

Non-player characters for the adventure tables, or perhaps someone the players bump into walking along the Yellow Brick Road. Suggested neighborhood included.

D20 NPCS (WINKIE)	
1	Train Operator (W Line)
2	Thistle Researcher (W1)
3	Loan Shark (W2)
4	Florist (W3)
5	Wax Sculptor (W4)
6	Coin Collector (W5)
7	Novice Underground Worker (W6)
8	Barrel Maker (W7)
9	Irrigation Specialist (W8)
10	Guard of Tin Keep (W9)
11	Tunnel Inspector (W Line)
12	"Dragon" Mechanic (W1)
13	Exhausted Armored Transport Driver (W2)
14	Sign Installer (W3)
15	Seed Smuggler (W4)
16	Oil Salesman (W5)
17	Electrical Apprentice (W6)
18	Warehouse Maintenance (W7)
19	Sun Top Mountain Historian (W8)
20	Assistant to Warden (W9)



OBJECTS (GENERAL, COMMON)

Mundane objects that are common across Oz. What's in the accused's waste bin? What is the secret object glamoured to look like? What was left behind?

D20 COMMON OBJECTS	
1	Receipt
2	Glass Container
3	Tin Can
4	Notebook
5	Map
6	Blanket
7	Sports Racket
8	Shoes
9	Guild Tool Set
10	Candle
11	Mirror
12	Clock
13	Coin Purse
14	Key Ring
15	Toy
16	Walking Stick
17	Hat
18	Necklace
19	Green Glass Spectacles
20	Portrait

OBJECTS (GENERAL, SECRETIVE)

The secret stuff. What's used in the ceremony or ritual? What's needed to summon or dispel the great magic? What is being used to blackmail the person in power?

D20 SECRETIVE OBJECTS	
1	Scrap of Paper
2	Records
3	Scroll
4	Book
5	Furniture
6	Liquids
7	Foods
8	Tapestry
9	Garment
10	Headdress
11	Mask
12	Jewelry
13	Idol
14	Instrument
15	Weapon
16	Scepter
17	Key
18	Proof of Membership
19	Remains
20	Ceremonial (reroll)

PERSONALITIES

Let the dice determine who will rule the Districts of Oz. Need to figure out the line of succession after the current Witch, Wizard, or Warden is removed from power? Or perhaps the head of a secret organization like the Outfit, Objectionists, or Zuminati? Roll to find out.

D20 PERSONALITIES	
1	Billina
2	Button Bright
3	Cap'n Bill
4	Cowardly Lion
5	Dorothy & Toto
6	Glinda
7	Hungry Tiger
8	Jack Pumpkinhead
9	Jinjur
10	Locasta
11	Mombi
12	Nome King
13	Oscar Diggs
14	Patchwork Girl
15	Polychrome
16	Scarecrow
17	Shaggy Man
18	Tik-Tok
19	Tin Woodman
20	Verdella

PLOT HOOKS

How or why are the players traveling around Oz? What are they doing there? HOW did they get here? These can also be used as the backstories of strangers or other outsiders that the players encounter.

D20 PLOT HOOKS	
1	While stealing from a farmer's field, the party is teleported to The Great Farmlands (W8) and must find their way home after accidentally killing a Giant.
2	The local wizard received a jar containing strange seeds with fantastic potential; find its source and collect more.
3	After a family member passed, a party member was given information relating to an Ozian safety deposit box and told to collect it.
4	A tunnel shimmers green and then floods. As the party escapes, they emerge from Lake Quad (E2), looking directly at the Emerald Citadel (E1) along with a dead body. The party is immediately suspected of murder by those along the shore.
5	A new job posting appears on the board. The contract offers riches to those who can slay the Rak, and is emblazoned with an embossed "OZ." Taking the posting accepts the offer and summons saddled Orks.
6	While traveling by sea, a storm overturns the party's ship and they wash ashore at the edge of the Deadly Desert with debris of the ship. The cargo is missing.
7	The local Copper Baron has collected a pair of weapons of unknown metal (daggers, Radium) and wants information, including a raw sample.
8	After getting ambushed by Phanfasms, the party wakes up bound and gagged in the Forest of Fighting Trees (Q8) without any of their gear.
9	Collect the ingredients needed for a powerful potion (wings of a Yellow Butterfly from Winkie District, oil from a Clockwork Denizen, the quills from a Chiss, and the scale of a Dragon).
10	After a crime gone wrong, the party is hunted by the Outfit and needs to end the conflict.
11	An envelope (containing one dose of the Powder of Life) meant for Ozma is mistakenly delivered to a player character.
12	An enchanted green coin first says, "Find Glinda," and then teleports the holder and surrounding allies to the Forest of Winged Monkeys (G8).
13	Each party member receives summons to attend Ozma's birthday party at the Emerald Citadel (E1) in three days' time. It says no gifts are required but heavily implies that they are expected.
14	Relatives connected to the party were taken by Nomes, and following the tunnels lead to Oz.
15	While walking along an open road, fifteen paths branch off. Fourteen lead back to the crossroads, but the fifteenth, the one that whispers a solution to at least one of your problems, leads to Oz.
16	After surviving a natural disaster (tornado, earthquake, etc.) the group wakes up on in a random neighborhood and needs to find their way home.
17	The party has been hired to reclaim a powerful magical relic held by the local Warden.
18	A Relic of Oz is delivered to the adventurers with the note, "Meet me at the Citadel," but the second half of the note is burned.
19	The Warden of the North meets with the party and agrees to any payment if they'll take care of the Warden of the South
20	The party is suddenly surrounded by Munchkins declaring one of the group to be the new Warden of the East (TOTO in all areas of Munchkin District start at 2).

RELICS OF OZ

What does the local Warden possess? Or what do they desire? Something has been unearthed, and rumors say it's one of the Relics, but which one? Perhaps a secret organization has recently discovered one and it's opened up their plans to a whole new level.

D12 RELICS OF OZ	
1	The Broomstick
2	Crystal Ball / Magic Picture
3	Ornamitts
4	Golden Cap
5	Great Book of Records
6	Love Magnet
7	Magic Belt
8	Magic Carpet / Magic Umbrella
9	Magic Fan
10	Oz Key
11	Powder of Life
12	The Slippers



RUMORS

To be used with the random tables in Chapter 2, or to simply get a little more info to the players. Consider whether or not the following is true and adjust where necessary. Great for answering what the party hears when they eavesdrop, what today's headline reads, or what's scratched on the wall of the lavatory stall.

D100 RUMORS

1	Somebody has to do something about these Wheelers
2	There's a thriving community of thieves and assassins for hire nearby
3	Polychrome says the Rainbow Realm is unhappy with Ozma's latest ruling
4	Apparently, there's a secret black market in Emerald View (G1)
5	Polychrome is visiting Oz, but the other Daughters of the Rainbow stayed home
6	The East and West Wardens are disputing about resources right now
7	There's a secret guild of Sages, but no one knows how to find them
8	Shaggy Man speaks highly of traveling beyond Oz but hasn't left in years
9	There are secret magic tennis matches happening in Pumperdink Plaza (G3)
10	Shaggy Man doesn't want anyone knowing his rags were a gift from Ozma
11	Wheelers terrorized another family near the Great Library Ruins (G5) last week
12	A Bounty Hunter chased down a target last week, but no one knows the full story
13	Cap'n Bill says there's something off about Lake Quad
14	Somewhere in Gugu Park (G7) lies a giant treasure hoard of the Jackdaws
15	Cap'n Bill keeps going on about someone named Trot
16	A lone Wheeler is being held at the Watcherfolk station but isn't talking
17	Objectionists are openly spreading misinformation fliers about the Warden
18	Button-Bright hates it when you bring up Trot
19	The newspapers (M2) are all run by a secret cabal (the Zuminati)
20	Button-Bright isn't as smart as folks say he is
21	Wooden monsters (Gargoyles) were spotted in the Garden of Wild Beasts (Q1)
22	Why are the Objectionist rallies getting more and more confrontational?
23	Jinjur is secretly recruiting, but no one knows why
24	A Relic of Oz was allegedly found in the mud over in Bricks (M3)
25	Jinjur has been seen at a number of rallies protesting Ozma's decree
26	These wooden Gargoyle creatures keep making rude hand gestures at folks
27	Objectionists are planning a demonstration, and some worry it will be violent
28	Billina has been in trouble for speaking out against Ozma again
29	Faculty at Wogglebug University (M5) are going missing
30	Billina says her eggs have magical properties, but no one will listen
31	Local businesses are harassed by goons that work for someone called "The Boss"
32	The North and South Wardens have allied against the West Warden
33	Hungry Tiger says he's worried about Cowardly Lion but won't say why
34	Research suggests the Gargoyles communicate by a form of sign language
35	Hungry Tiger has been doing a lot of research into the Unicorn Grove
36	Apparently, the Wicked Lich of the West has returned!
37	All of the casinos and entertainment venues are run by criminals (the Outfit)
38	Patchwork Girl is spending a lot of time with Jack Pumpkinhead lately
39	A Warden voiced concern over Ozma's latest decree, but no one knows which one
40	Patchwork Girl has been accused of stealing on four separate occasions
41	Strange stone creatures (Nomes) have been spotted by tunnel workers
42	All organized crime connects back to something called the Outfit
43	Tik-Tok won't share the calculation needed for better transit with engineers
44	Watcherfolk are investigating a threat against the next South Watch parade (Q6)
45	Tik-Tok is working on an upgrade for the Clockwork Denizens
46	If you have something you need to sell fast, go to The Black Branches (W4)
47	Don't bring up Wogglegology
48	Jack Pumpkinhead was seen trespassing in three different gardens just this month
49	Sinkholes are being tied to small stone creatures with pointed heads (Nomes)
50	Jack Pumpkinhead has been trying to meet with Ozma but she keeps declining
51	Small stone creatures (Nomes) were seen fleeing a flock of chickens last night
52	Wogglegology is helping a lot of people find balance in troubling times
53	Cowardly Lion fled to the Forest of Fighting Trees and hasn't been seen since
54	Nomes have been spotted in Oz again!
55	Cowardly Lion was seen challenging local restaurant patrons to a boxing match
56	The Hoppers are claiming the Horners made a huge mistake while mining (Q8)
57	Wogglegology is nothing more than a scam taking advantage of rich Ozians
58	Tin Woodman worries he isn't doing enough to help the Clockwork Denizens
59	Folks in Thi (W1) are dangerously racing their custom carts for profit and glory
60	Tin Woodman was oddly curt when a child tried to swing his axe last week
61	Strange creatures with bright yellow eyes (Phanfasms) were seen entering the abandoned building a few streets over
62	Project OZUltra is a secret program developing mass poisons and toxins
63	Scarecrow wants to reconnect with Patchwork Girl but she's showing no interest
64	Reports say the Dragons up north are agitated and no one knows why
64	Scarecrow seems to always be surrounded by Wogglebugs lately
66	Folks say the explosion was caused by a man with yellow eyes (Phanfasm)
67	Project OZUltra is a secret program developing mass magic control
68	Dorothy worries that her friendship with Ozma is being tested
69	The Fighting Trees have been acting more aggressive lately
70	Dorothy solved another jewel heist last week
71	The local fishmonger is acting strangely (Phanfasm)
72	Project OZUltra is a secret program developing mass mind control
73	Mombi was seen trying to reach Ozma again
74	There's a secret stash of weapons in Little Utensia (Q2), but no one can find it
75	Mombi has been spotted near her farm in the Forest of Winged Monkeys (G8)
76	A Unicorn was spotted at Hyup (M7), but why would they leave the Grove?
77	Has anyone noticed the banks make life harder for folks connected to magic?
78	Verdella wants to know what's going on under the Farmhouse Ruins (M8)
79	Someone fell into the Truth Pond (W8) again
80	A woman named Verdella is defaming Dorothy's good name
81	Nome King threatened to sink the Emerald Citadel if his demands aren't met
82	A local spellcaster was taken away by people that looked like bankers or lawyers
83	Locasta doesn't agree with Ozma's decree to limit magic use
84	Nome King has returned to collect the gemstones he claims are his
85	Locasta is trying to recover the remains of the Wicked Lich of the East
86	The banks are run by a secret order called the Olive Knights
87	Giants were spotted in the Great Farmlands (W8) again
88	Glinda knows more than she says but thinks the problems of Oz are beneath her
89	An eyewitness claims they saw a living doll in an alley in Toasting (Q3)
90	Glinda refuses to accept that the Wicked Lich of the West is truly gone
91	All four Wardens are protesting against Ozma's latest laws
92	The Zuminati have been running things in Oz for as long as I can remember
93	Oscar Diggs doesn't want anyone to know he's in terrible debt to the banks
94	The Rak was seen flying over the Amethyst Tower (G9) again
95	Oscar Diggs will do anything to reclaim the power he had when he was King of Oz
96	The Zuminati are the ones causing all the problems in Oz
97	Many of the banks in West Bank (W2) store illegal wealth
98	Ozma doesn't want anyone to find out what happened to Mombi
99	Ozma is only a puppet; Oz is run by a secret organization called the Zuminati
100	Ozma isn't just prohibiting magic; she's making spellcasters disappear

SECRETS (ENVIRONMENTAL)

Buildings and locations hold secrets as much as their inhabitants do. What's actually going on in that farmhouse or behind that closed door? Below is a handful of starting points and will need to be expanded upon.

D20 ENVIRONMENTAL SECRETS

1	ENTRANCE Another dimension or plane of existence? Back in time?
2	TUNNEL SYSTEM A full network right under everyone's noses. Natural and coincidental, or structured and designed with a specific purpose.
3	RUINS Built right on top of the remains of something from the past. Why ignore what's already here? What's been locked away or secretly free this whole time?
4	STORAGE Containers full of contraband. Piles of collected goods. A tank full of eggs yet to hatch. The organization required to keep this all a secret is incredible.
5	POWER SOURCE A natural battery, or something cobbled together from scraps and junk? Is it powering something dangerous, or simply trying to be more ecologically responsible? Stable or about to combust?
6	RESEARCH Years of work compiled in one place. Meticulous or harried? Accurate or the ramblings of the irrational? Has the research already been completed and collected, or is it actively happening here?
7	SANCTUARY The only safe space for those on the run. Or the misunderstood. It's makeshift and temporary, but it's holding together for the time being.
8	ENTERTAINMENT Fun and merriment. No one is getting hurt, but sometimes the people in power just don't understand. Or maybe this is where the people in power go to be understood.
9	CRIME Anything illegal. Fighting. Sales. Production facility. It's all under the table.
10	WORKPLACE The power of commerce. Why hide this? Illegal, or simply a personal desire to be distant from the community? Is it dangerous? Is it lucrative?
11	RETAIL The private collection? The secret menu? The items for sale aren't printed or listed anywhere. If you have to ask how much, then you can't afford it.
12	HOME One resident, a family, or an entire civilization. This is the place they call home and can't imagine living anywhere else.
13	PRISON Sometimes intentional and sometimes coincidental. Are the secret-keepers trying to break someone/something out or keep them in? How many occupants?
14	TRAINING Combat. Education. Magic. Religion. Maybe a full school. Those that don't have the knowledge they want/need get what they're looking for. Is there a test for admission or simply a fee to be paid?
15	BURIAL GROUNDS Ancient and dusty or fresh and putrid? Was this from natural causes or ill will? Are they truly dead, or is it a temporary state?
16	HAUNTED Has the spirit always been here, or is this a new manifestation? Why are they here? What message are they trying to communicate about this place?
17	LUCK To say a place is blessed or cursed is pushing it, but consistently good or bad things happen here. Maybe it's dangerous, or maybe it's benign. Maybe it's miraculous, or maybe it's just a little more pleasant than usual.
18	RITUAL SITE Recently taken over or as old as the location itself. Rituals of blood and violence or love and life? Persecuted unjustly or a blight on society?
19	LIVING The place is alive. Not just busy with tourists. Actively living and learning and growing. Dangerous or helpful? Ancient or a new development?
20	COVER UP Roll 2D20, and one secret is a misdirect for the other. Layers on layers.

SECRETS (INDIVIDUAL)

Need a quick secret to reveal? What has the party uncovered about a friend, enemy, or stranger? To whom do they owe a debt? Who are they hiding? And why? All very exciting, and once one secret surfaces, more are sure to follow.

D20 INDIVIDUAL SECRETS

1	DEBT They're in way over their head and it's time to pay up. They're on the run to avoid paying what's due. Maybe all of this has been to help someone else.
2	IN HIDING They weren't supposed to be found. Hiding someone else or hiding out on their own. Protecting someone?
3	ALTERNATE IDENTITY Not really who they say they are. Different person? Doppelgänger? Twin? Ghost?
4	STOLEN PROPERTY The rare and valuable treasure has been here all along. The proof of innocence. A lifetime's worth of work. It's finally been found.
5	HOARD Collection of trophies and things. Valuable to some, or maybe worthless to everyone except the hoarder. Either way, there's a lot more than expected.
6	THE MISSING LINK The map to the treasure. The key to the door. The other half of the portrait. Maybe the murder weapon or the one key witness needed to solve the case.
7	RESPONSIBILITY They're burdened with a great destiny. They're charged with taking care of this ragtag group. It's a heavy weight, but they'd never give it up.
8	BRILLIANCE A true inspiration! They could be the one to solve the problem. They understand what's going wrong and how to fix it.
9	FEUD They've harbored ill feelings for years. Because of this, they're sabotaging or pushing back against someone for as long as they can remember. It was an inherited fight and neither side can remember why it's going on anymore.
10	ILLNESS There's no cure, or they just afford treatment. Maybe it was natural, an attack, or simple neglect, but what matters is the harm is done.
11	BUSINESS No official record of what's going on here. Everyone turns a blind eye and is happy to benefit, but only because they don't want to get their hands dirty. Maybe they were forced into this position or did it to survive.
12	SUPPRESSED POWER Uncontrollable magic. The result of secret testing or experimentation. They're trying to hide it or don't even know they have it.
13	GUILT Either they committed the act or they feel they were a part of it. Or maybe they know who IS guilty and are hiding the truth. It happened so long ago, but the consequences linger to this day.
14	PRICELESS Putting a price on this is impossible. An object. Information. Maybe it's worthless to everyone but the one who cares.
15	SKILLED MASTER The truth is that there's no one better. Trained or naturally gifted and unstoppable. What better way to escape that old life than to hide in plain sight?
16	RELATIONSHIP Is it romantic? Familial? Maybe a business agreement. But the nature of their involvement and connection can't be known by anyone else.
17	KNOWLEDGE They know the identities of the involved parties. They're the last remaining survivor and will take the truth to their grave. The name, location, the motive.
18	MEMBERSHIP Lifelong or newly admitted? Their involvement can't get out. It puts everyone at risk, and it's dangerous to even know this is real.
19	MURDER Were they involved? The relative of the deceased? Maybe it's the evidence or knowledge of the crime that they're hiding.
20	COVER UP Roll 2D20, and one secret is a misdirect for the other. Layers on layers.

STREET QUIRKS

In the event that something strange needs to happen in a neighborhood, or the adventurers are exploring a street in a Localcrawl, consider adding a twist to a mundane roads and alleys.

D10 STREET QUIRKS

1	MOVING BRICKS The bricks vibrate and move like ants on an apple slice. Maybe they spell something or make it difficult to move.
2	STRANGE REFLECTIONS Maybe it's just one window or perhaps it's the whole street, but there's something off about the reflections. Not mirrored. None at all. Perhaps a minute behind. It's weird and unsettling.
3	LIVING ARTWORK Completely different from the average illusion. Posters are yelling about their events, murals are changing and growing, and sidewalk chalk is actively avoiding getting walked on.
4	TRICK CORNER Turning a corner takes the pedestrian or cart right back where they started. Looking around the corner is one thing, but physically going around the corner breaks all physics.
5	CURIOUS SHOP Maybe it's a trick of the light, but that shop wasn't there a moment ago. Maybe it's the home of a medium or a simple curiosity shop, but it definitely has an OPEN sign.
6	TALKING EXITS Windows and doors are acting like giant mouths. Small movements at first as they whisper their secrets. The more irate buildings are slamming open and closed as they shout at pedestrians.
7	BACKWARD TEXT Everything written is backward. It's simple but effective.
8	DRAINING COLOR Like water spilled on a photograph. The colors swirl and mix and slowly wash away down the drains and through the cracks of the street.
9	SHIFTING GRAVITY It's a level surface but feels like walking up a hill. Anything with wheels starts to roll away. If it goes on for much longer, then it's going to get dangerous.
10	COMPLETELY EMPTY Looking back, there's no one there. Looking forward again, the same is true up ahead. It's empty. Looking in the windows confirm it. There's no one else here.

WHAT'S WRONG HERE?

Need to keep the players on their toes in an area? Whether it's a single location or an entire neighborhood, introducing changes like this will help reinforce the passage of time and the sense of a living, breathing Oz.

D20 WHAT'S WRONG HERE?

1	Perpetually raining, but the area doesn't seem to be flooding
2	Constant darkness like an unending night
3	Everyone uncontrollably laughing
4	Swarming with Jackdaws
5	Contained in a giant egg (breakable from the outside but not within)
6	All water sources are mildly poisoned
7	Surrounded by Fighting Trees who will not move
8	Sunken 30′ into the ground, only a few ladders set up so far
9	Crawling with Goozzle-Goblins
10	Everybody in an unending slumber
11	Covered in vegetation like an overgrown garden
12	Everyone has lost their voice (can still communicate otherwise)
13	Overrun by Sand Elementals
14	Everybody turned to stone in the middle of whatever they were doing
15	Floating 30′ off the ground
16	Surrounded by a wall 100′ tall and made of Yellow Bricks
17	Entirely encased in ice
18	Everyone turned into trinkets/ornaments
19	Cocooned in gemstone (life still going on inside but trapped)
20	The Rak made a nest here (currently sleeping)

WHERE IS IT?

The party is tasked with finding something lost. It could be the treasure, or maybe they need to first find the map to the treasure. Sorting out why something so important ended up here is half the adventure.

D20 WHERE IS IT?	
1	Currently being moved between locations
2	Buried in a garden under an ornate statue
3	In an old abandoned Underground station
4	Stuck in a Winged Monkey Tree (G8)
5	Under an Ozian's bed, and they have no idea how it got there
6	West Bank vault (W2)
7	Covered in mud in Bricks (M3)
8	Jackdaw nest among other trinkets and treasures
9	Casino vault in Fuddleville (Q5)
10	Stolen by Wheelers and used as a prize for their tournament
11	Stuck in a sewer pipe and causing a lot of trouble
12	Inside a Giant's stomach
13	Deep in the Hopper/Horner mines (Q8)
14	Part of a private collection, and they paid thousands of GP for it
15	Unicorn Grove (M8)
16	On display in the Tower of Oz (G2)
17	For sale in The Black Branches (W4)
18	Bottom of Lake Quad (E2)
19	Rak's Lair
20	Ozma's Throne Room (E1)

YEAR OF THE . . .

Ozians will generally have vague answers relating to "When did that happen?" If 144 combinations aren't enough, then add another layer by declaring this year the First Opulent Zealot or the Thirteenth Ominous Zenith.

2D12 YEAR OF THE . . .			
1	Offhand	1	Zinger
2	Opaque	2	Zeitgeist
3	Odious	3	Zipper
4	Obliging	4	Ziggurat
5	Ominous	5	Zealot
6	Obsolete	6	Zodiac
7	Ochre	7	Zest
8	Optimistic	8	Zinfandel
9	Obedient	9	Zephyr
10	Observant	10	Zirconium
11	Opulent	11	Zenith
12	Omnipotent	12	Zakat



EXTERNAL & COMPLEMENTARY RESOURCES

The following resources are a mix of influences and complements to the preceding pages. Some, like many of the listed movies and reading material, helped focus the author when considering tone or what an urban-based adventure could be. Others, like the gaming resources, are so incredible that this is essentially an excuse to get as many eyes on their work as possible. Either way, all of what's listed below will bolster a campaign set in the land of Oz.

DIGITAL RESOURCES

- **The Alexandrian** (thealexandrian.net). Many great posts about adventure design and game structures. Their Gamemastery 101 page collects so much useful information into one place.
- **Chartopia** (chartopia.d12dev.com). The author has prepared random tables to quickly determine an encounter in each part of the land, found here: **chartopia.d12dev.com/collection/1752.**

GAMING MATERIAL

- **Inspirisles** from Hatchlings Games. A full TTRPG teaching ASL & BSL! If you like communicating with the Gargoyles in Oz, check this out.
- **Kingdoms & Warfare** from MCDM Productions. If Oz ends up going to war with one of the invading groups, or there's a civil war, this is an undeniably vital resource.
- **Magical Industrial Revolution** from Skerples. While a setting in its own right, there's a lot that could work with Oz. Perhaps it's a competing city!
- **On Downtime and Demesnes** from Hack & Slash Publishing. If you want to go beyond the provided tables for intermissions, this has you covered.
- **The Stygian Library** from Dying Stylishly Games. The Great Library Ruins are begging to lead to this pocket dimension.
- **Undying Sands** from Games Omnivorous. If the players really want to find something out in the Deadly Desert, this Hexcrawl will lead to so much fun.

READING MATERIAL

- **Guards! Guards!** or **Men at Arms** by Terry Pratchett. These novels (and really all of the novels in the Discworld series) complement the tone of Oz. The above titles focus on city guards and guild politics.
- **Parker: The Outfit** by Darwyn Cooke. Graphic novel about a criminal going up against an organized crime syndicate. Great inspiration for heists.
- **The Wonderful Wizard of Oz** by Eric Shanower and Skottie Young. All of the comic adaptations by these two are fantastically faithful and a quick visual way to catch up on the first six books written by L. Frank Baum.

VIEWING MATERIAL

- **Attack the Block** (2011). Great use of aliens/monsters in a small-scale story with deeply personal stakes. Maybe a one-shot adventure with Phanfasms?
- **Avatar: The Legend of Korra** (2012–2014). The entire series is excellent, but Season 1 has an antagonist that would fit right in with Oz (just switch "Bending" with "Magic"). Creative uses of magic and technology as well.
- **Howl's Moving Castl**e (2004). Politics and magic combined, plus a setting that feels both contemporary and old.
- **Who Framed Roger Rabbit** (1988). The dynamic between Humans and Cartoons, the various settings, and the infrastructure-based mystery is a lot of what Oz is all about.
- **The Wizard of Oz** (1939) and **Return to Oz** (1985). Both are crucial viewing to see how radically different tones and plots can be built off of the same setting.



ABOUT THE AUTHOR

Hello. I'm Andrew Kolb, the author and illustrator of this setting.

The land of Oz has been a part of my life for as long as I can remember. I didn't read the books as a kid (that came much later), but the two live-action films we had on VHS were Titanic and the fiftieth anniversary edition of *The Wizard of Oz*. My sister loved Dorothy's journey, and any still from that movie takes me back to Sunday afternoons when nothing was on TV.

I also remember my parents renting *Return to Oz* for us kids to watch while they had company for dinner. They meant well, but we were not prepared for what that movie was. We must have completely ruined their plans as we crashed their party in tears, terrified of the Wheelers and Mombi's hall of heads. It would be a long time before I willingly returned to that movie.

Reading the books when I was much older gave me a new appreciation for the world. It rarely returned anything to the status quo and was my first exposure to a series jumping between protagonists in a way that made the world so much bigger. Here was a collection of stories that were connected as much by the setting as the characters, and it's something I still value today.

All this is to say that I hope I did both the characters and the setting justice. My first RPG setting book had an emphasis on exploration, and when I wanted to pivot toward an urban and socially driven environment, Oz was my first choice. Thank you for checking out this book and supporting independent authors/creators. If you use any or all of this version of Oz in your next game (or you just want to share your own experience with these books and movies), then please don't hesitate to find me online!

THANKS

There are so many people who helped make this idea into a reality.

Thank you to Daniel D. Fox and Katie Gould for continuing to support these reimagined settings, as well as the entire AMU team for supporting my books at every step of the process. Thank you to the sensitivity readers, Julie Hurdiss and Carmen Marin. And to Laurie Abkemeier for being the glue that keeps us all connected.

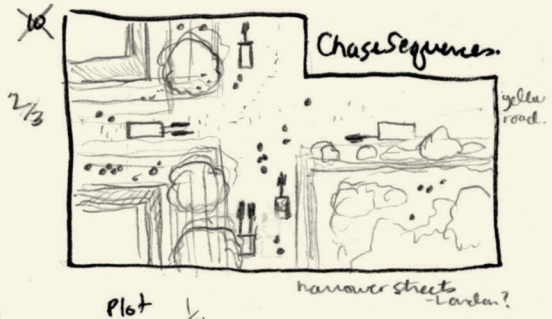
Also a world of thanks to all the players who helped me hone my GM skills. To Detective Malone, Hawthorne Thicket, Red Legs, Venalla, and Lavender Zalhain. To Iadi Limmerluck, Kazzig Smithgrid Muddlegrump, Ren Bangarang, Sonny, Sir Warrick Tilton, and William Oakwood. And thank you to everyone who gave such excellent feedback throughout this and my previous book. I hope I've improved as a writer and if so, it's because of you.

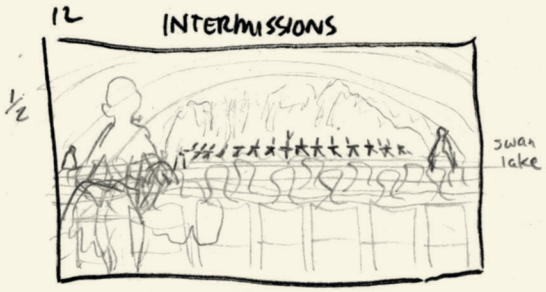
SKETCHBOOK

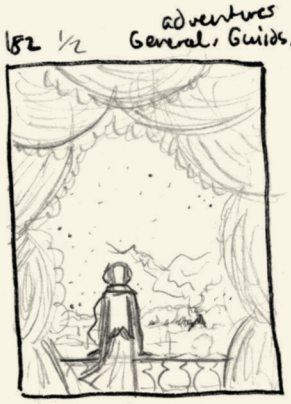
The following pages collect sketches, notes, and various stages of work that went into creating this book. If there's one point that's consistent across all parts of the process, it's a willingness to change and listen to what the project needs. Whenever I felt stuck or frustrated, I'd take a step back and ask, "Why?" Why isn't this image working? Why do I want to include this paragraph? Why do I think this table should go here? In answering the question (or accepting there was no answer), I often found the first step to the solution.

This page assembles many of the thumbnail sketches that went into the flavor illustrations in Chapter 1 and Chapter 4. I pulled a lot from 1920s advertising, and while it was a big stylistic shift, I'm glad I tried something new.

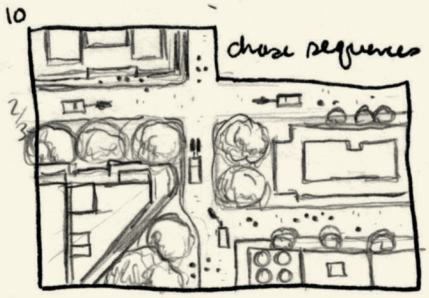




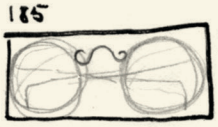






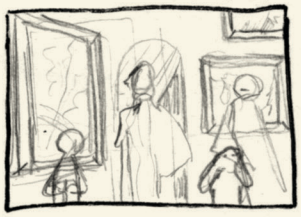


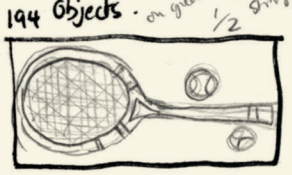








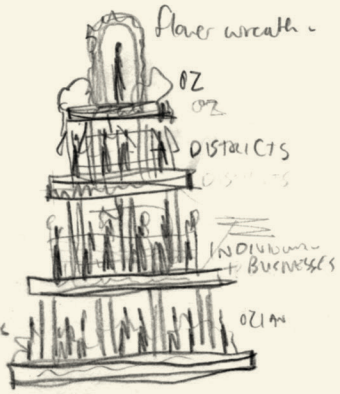








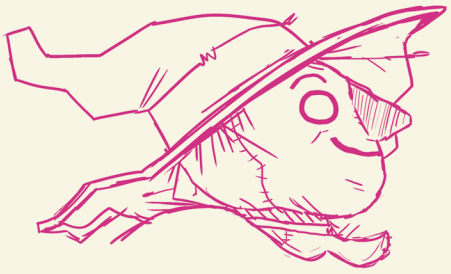




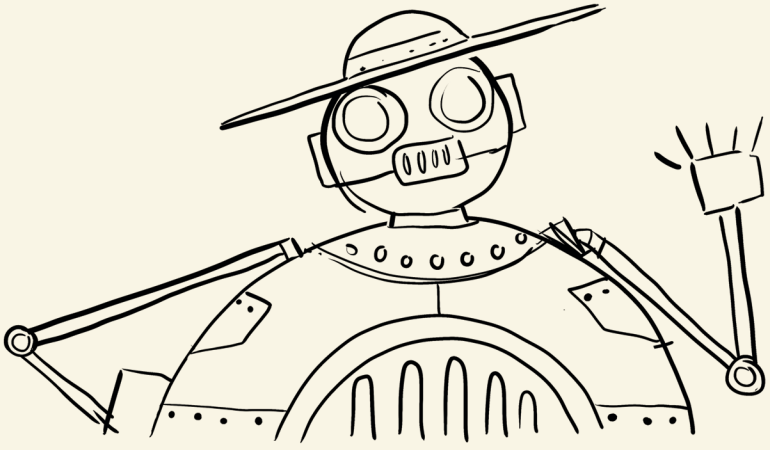


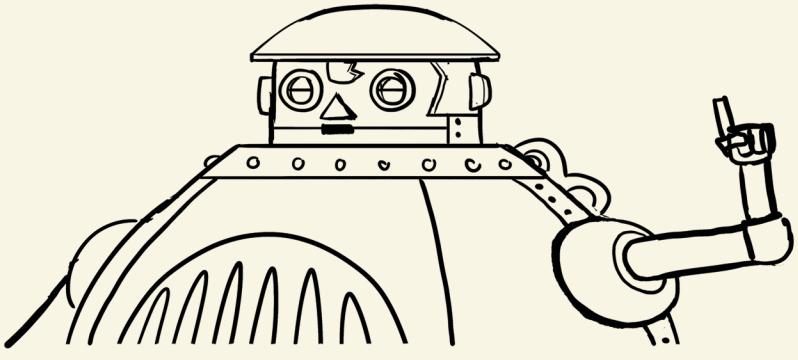


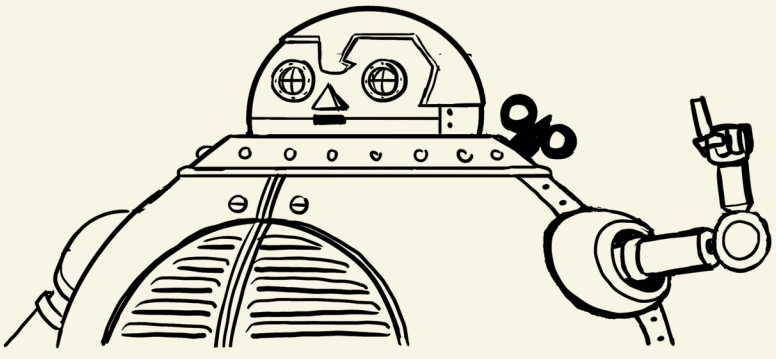














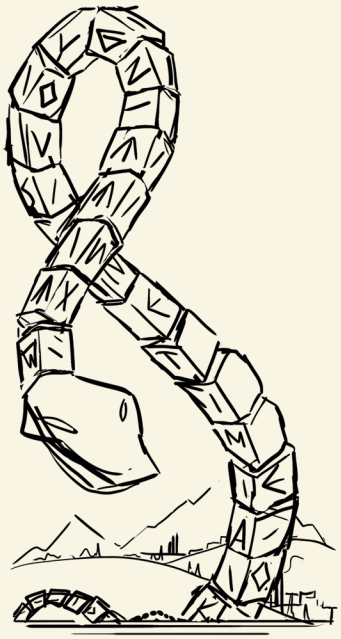
Above and opposite: Digital sketches. Almost all of the images in Chapter 2 were sketched digitally. I think it's because there's so many of them and it's just quicker this way. That and I often need to fit them into very specific areas due to the text blocks.

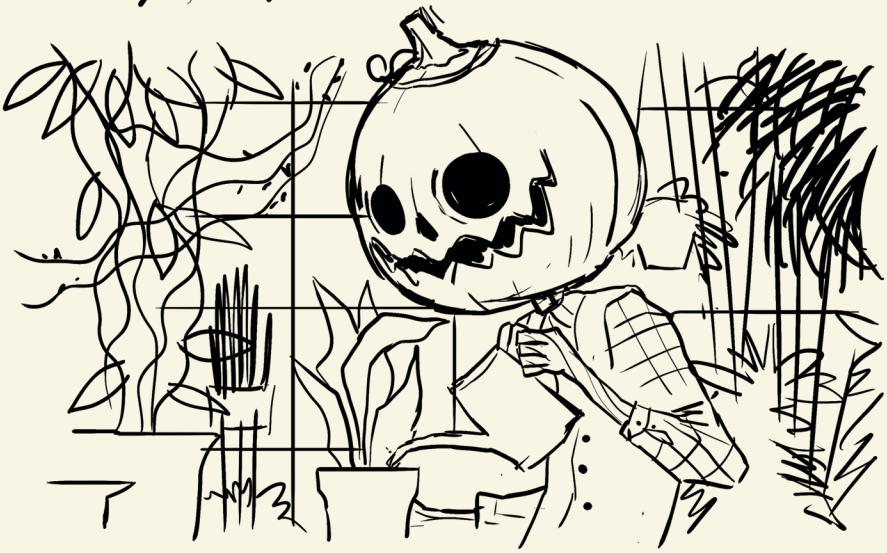
With the cast illustrations (particularly the ones that feature a single character), I try to use the image to further highlight some key character trait. Tik-Tok's gesture hints at a realization or perhaps trying to interrupt someone and, honestly, both would be accurate.





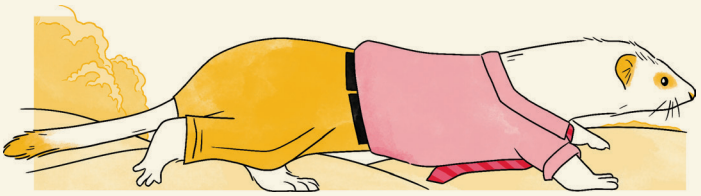


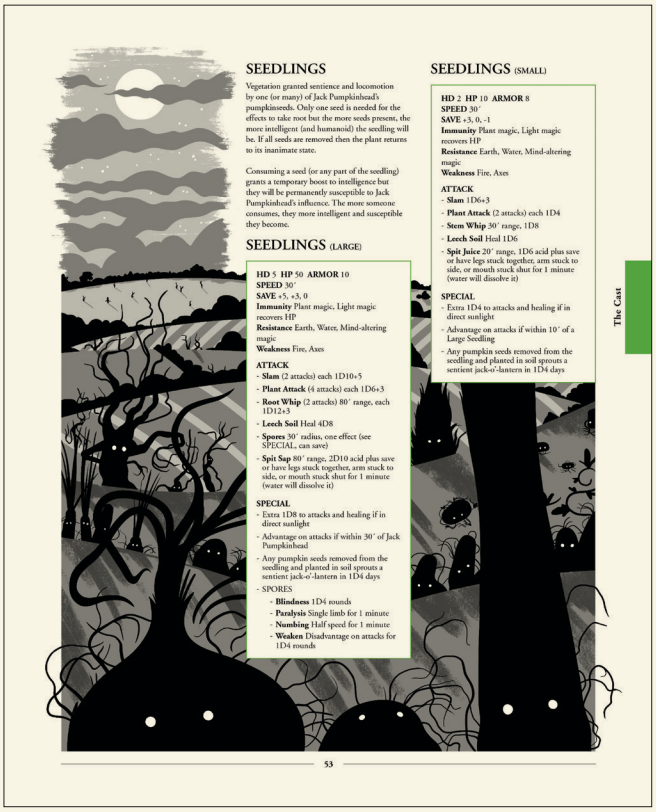


Unused artwork. With the number of illustrations in this book, I have to balance wanting each image to be perfect with the reality that I could tinker with an illustration until the end of time and still find something to change.

How I temper this compulsion is by completing all artwork to a level with which I'm happy. Then I make a wish list of illustrations I'd like to improve upon and use any extra time in the schedule to revise. The list tends to whittle itself down after some time and distance, but whatever remains is clearly something I feel needs altering.



The original illustration for page 184. Not enough storytelling in the image, and it kept feeling like this ferret was eighty feet long.



I needed to add more text to the Seedlings page (*above*), and while I liked the idea and tone of the image, I wanted to better highlight the contrast between Large and Small Seedlings.

Below: The original Hoppers and Horners sketch felt too rigid and static. While the character designs mostly carried over into the updated illustration, the new composition feels a little more natural.



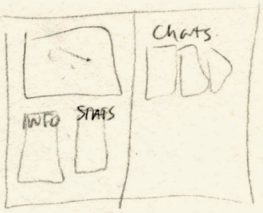


The original design for Professor Wogglebug (*above*) and the Wogglebugs (*below*). I wanted them to be based on caterpillars so that they could tie into future settings, but it just didn't feel right. I imagine them being nimble and a caterpillar just . . . isn't that.



Some of the many tables and thumbnails that went into designing Chapter 3. Like drawing, it's quicker for me to sketch out random tables and page layouts by hand before going anywhere near a computer.

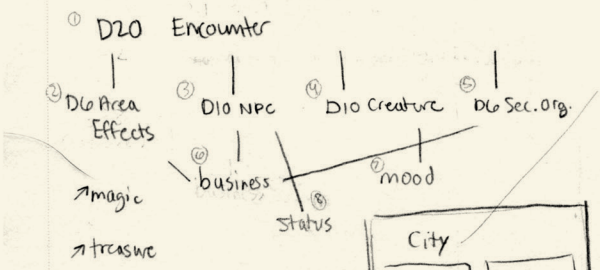
The earliest stage of Oz had a much bigger geography. I envisioned the Yellow Brick Roads connecting small towns together, and so the initial tables separated encounters based on whether players where in a settlement, on the road, or in the wilderness.

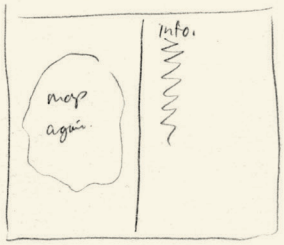


Encounter

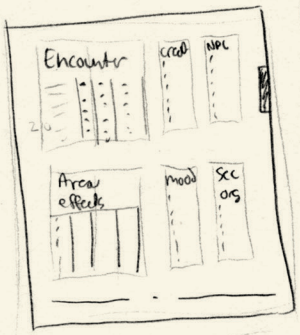
	Urban	Road	Rural
none	1-2	1-2	1-2
area effect	3-8	3-8	3-8
Creature	9-10	9-13	9-16
NPC	11-18	14-18	17-18
Secret org.	19	19	19
Leader (Warden, Mayor, etc)	20	20	20











8 total

1 - encounter
2 - creature
3 - NPC
4 - Area effect
5 - mood
6 - status
7 - secret org
8 - business



10% - no encounter
30% - area effect
25% - NPC 46/10 25/25 10/40
25% - Creature
5% - Secret group (roll business for exact)
5% - Witch/Wizard/Warden/Mayor

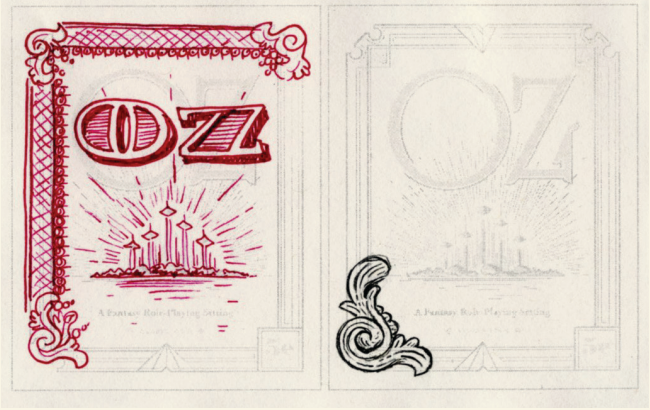
	City	Road	Rural	
trees/poppies/etc.		✓	✓	trees, poppies, earthquakes, giants
4 Fire/Flood/nature	✓	✓	✓	
5 magic used	✓	✓	✓	
1D6 Carts/Wagons (Caravan)	✓	✓		
Stage coach	✓	✓		
creature	✓	✓	✓	
NPC	✓	✓	✓	
Street garbage	✓			
building damage	✓			
campsite		✓	✓	
convo for ruler	✓	✓	✓	
convo against ruler	✓	✓	✓	
treasure			✓	
group v one	✓	✓	✓	
group v group	✓	✓	✓	
dead body	✓	✓	✓	

area effect (D6)

1	~~nature~~	~~nature~~	~~nature~~	(flash flood, fire, blizzard, mix
2	building damage	campsite	campsite	
3	caravan/ merchant	caravan/ merchant	treasure	pg. 156
4	Single Watchers	trees/poppies/ earthquakes/giants		1-3 watchers or regional stuff
	1D4 Watchers	trees/poppies earthquakes/giants		4 - building/ campsite
	magic occurrence	magic	magic	5 - caravan/ treasure



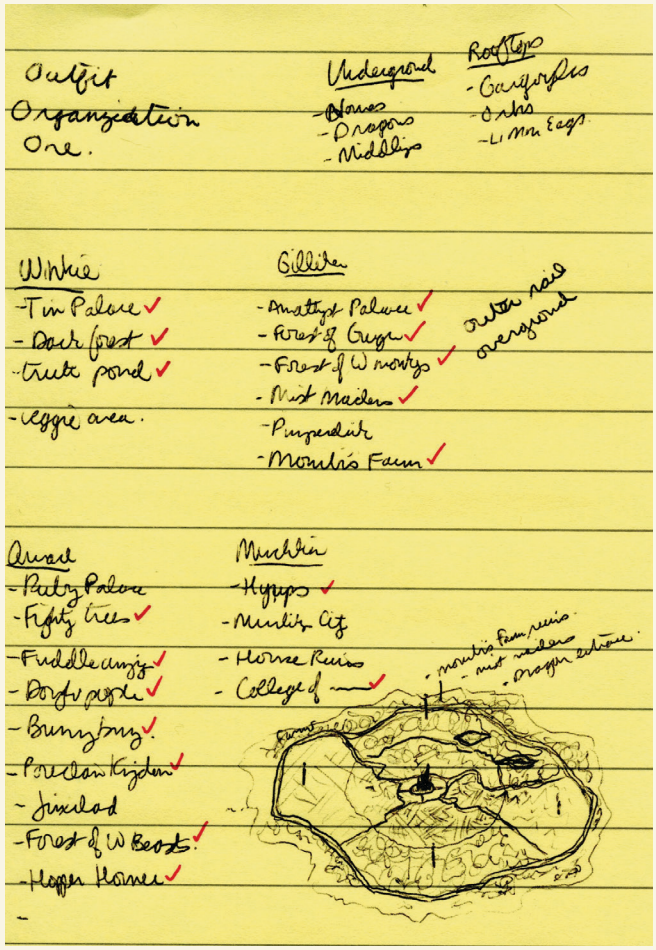
Cover concepts. My goal was to make something that complemented what I did with Neverland (large title, distant view of the setting) while still making it feel like its own. There were a few attempts at a drop cap, but it's not quite the same when the title is only two letters long. Plus, it pulled too much focus from the Emerald Citadel.



Despite many attempts, the art deco influences weren't working for the cover. It wasn't until some downtime reading and seeing my bookmark (an American one-dollar bill) that I realized currency should be the theme of the cover. The border and the typography immediately felt right, and you can see how closely the end result kept to these sketches.

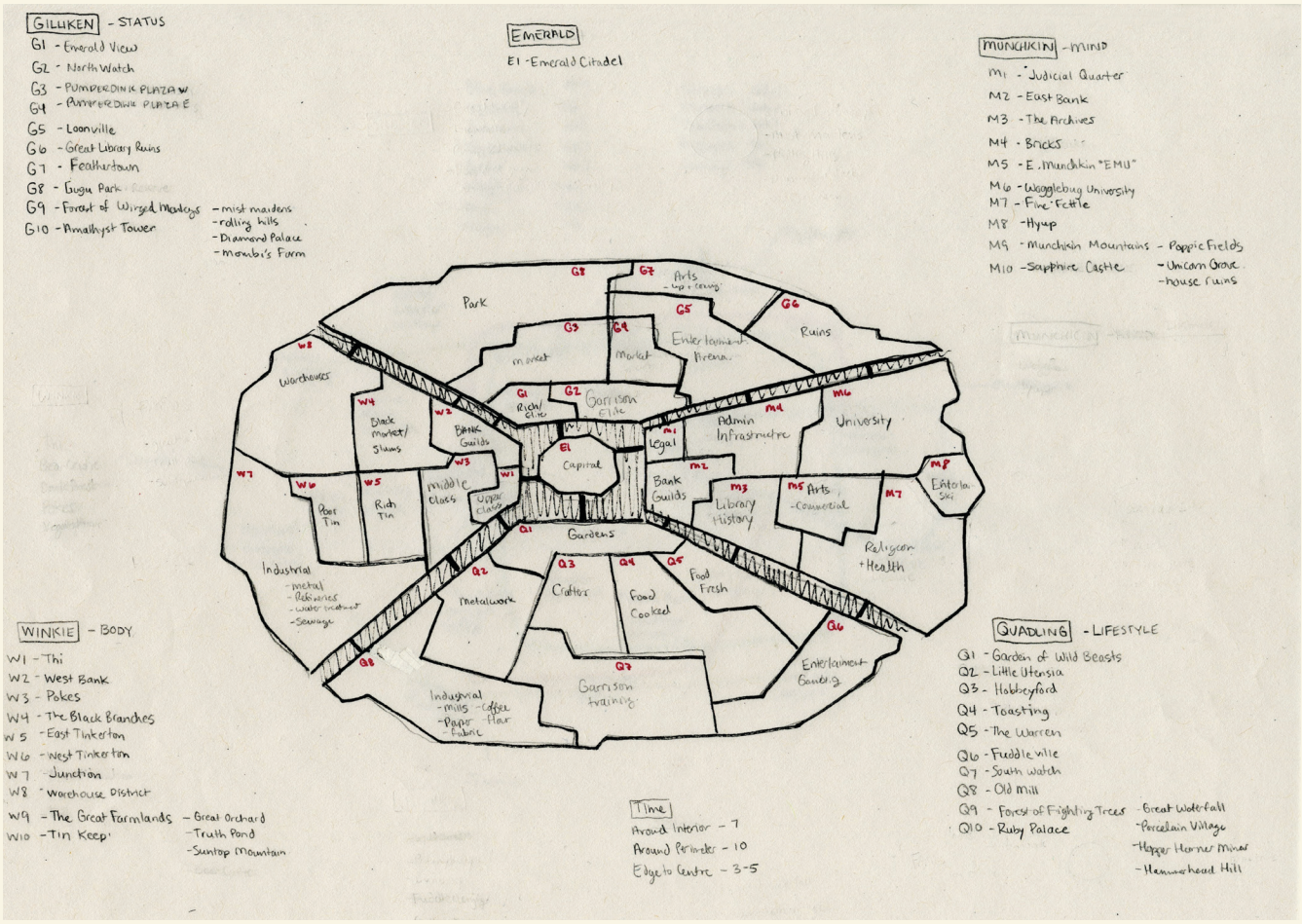
Rough sketch of the Ozian crest. Still really happy with the Unicorn.





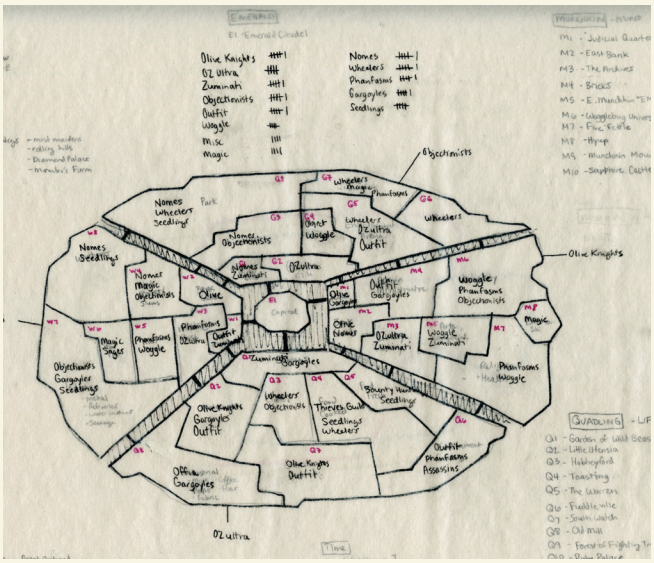
Above: Likely the earliest sketch of Oz. If it's not legible, I've misspelled "Gillikin" with an "e" despite all the time spent reading, writing, and thinking about Oz. It's just one of those words that I perpetually spell wrong.

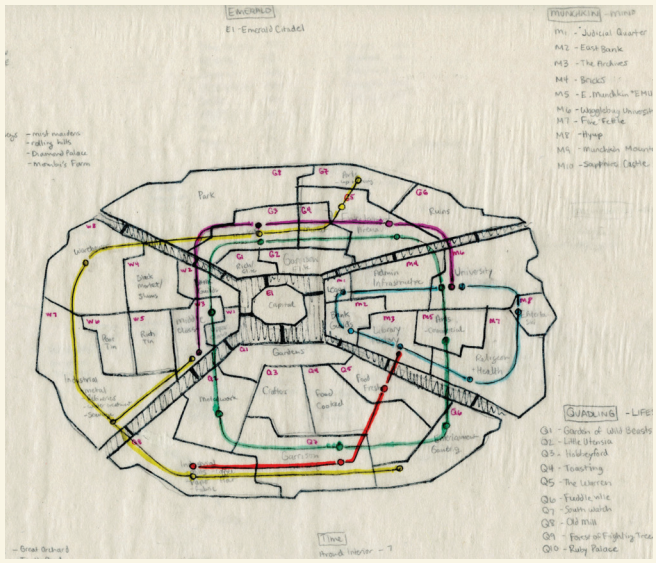
This scrap also features early name ideas for the Outfit and the Overground, as well as elements that I thought were critical to include in each District.



Early planning for the neighborhoods of Oz. The first map (*above*) was my base and features ten areas per District before I reduced it down to nine. It may not seem like much, but the excised neighborhoods didn't add anything that wasn't already present elsewhere in the city. Unfortunately, they had to be cut in the name of clarity and simplicity.

Using tracing paper, I re-created the map so I could plot out faction locations (*bottom left*) and public transit routes (*bottom right*). This process helped develop neighborhoods naturally. For example, an area like Pumperdink Plaza (G3) would be frequented by all economic classes (the rich for shopping, the working class for employment) so many transit lines would connect here (as well as allow for Objectionists of all backgrounds to connect with ease).





This page: My general approach to completing a page. It first starts with a layout exclusively focusing on the necessary information. This is typically the text, but sometimes a graphic or diagram needs to fit in a certain spot. Once the basic text is placed and formatted, I start playing with layout (*right*). The magenta boxes act as placeholders for artwork, and doing this across numerous pages lets me quickly see the general flow for the chapter.

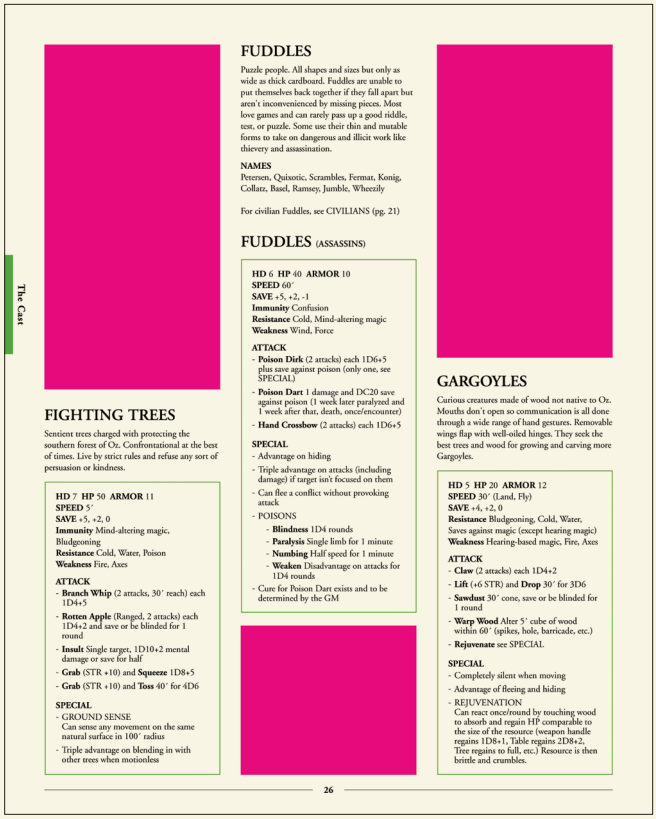
Once happy with the layout, I export the pages from my layout program (InDesign) and open them in my drawing program (Photoshop). I'll then do very loose sketches (*below*) and, again, do that for an entire chapter. Keeping it simple at this stage means I can quickly change a thumbnail without feeling any remorse about lost work.

Being the author, illustrator, and designer of the book means a lot of back and forth between the rough artwork (*below*) and the final imagery (*below right*). I'm not above editing the text to make it shorter so that an illustration will better fit the layout. Or if I reread a description and realize I forgot to draw a key element, then I have the rare opportunity as an artist to simply . . . alter the text. It doesn't happen often, but it does happen.

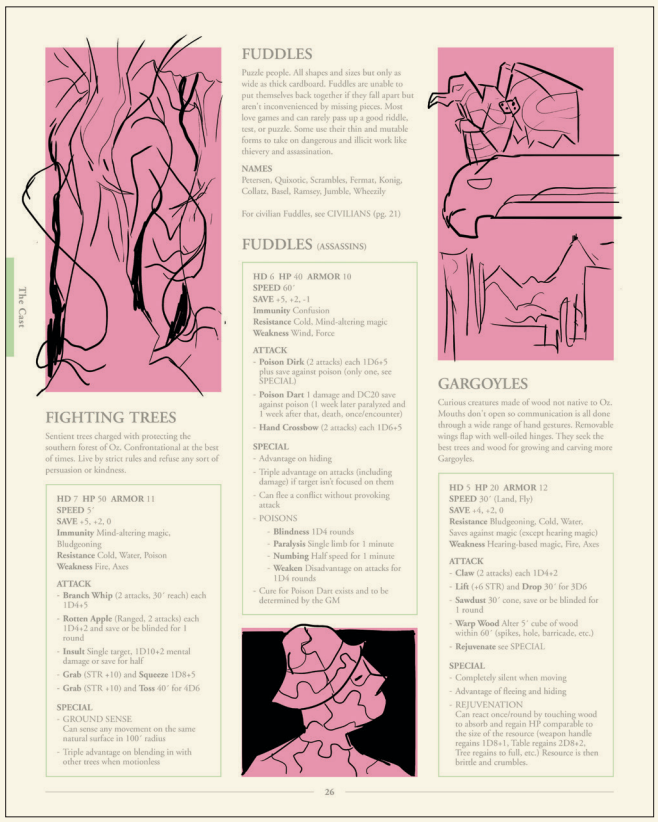
Sometimes the page barely changes from those early stages, and other times the first draft and final results are completely unrecognizable. The process behind rendering the final artwork includes a lot of research, much tighter sketches, and then putting on some music or a podcast while drawing. This is probably my favorite stage: rendering the images and seeing them work with the text to tell the complete story.

Rinse and repeat a couple dozen times and you have a book!

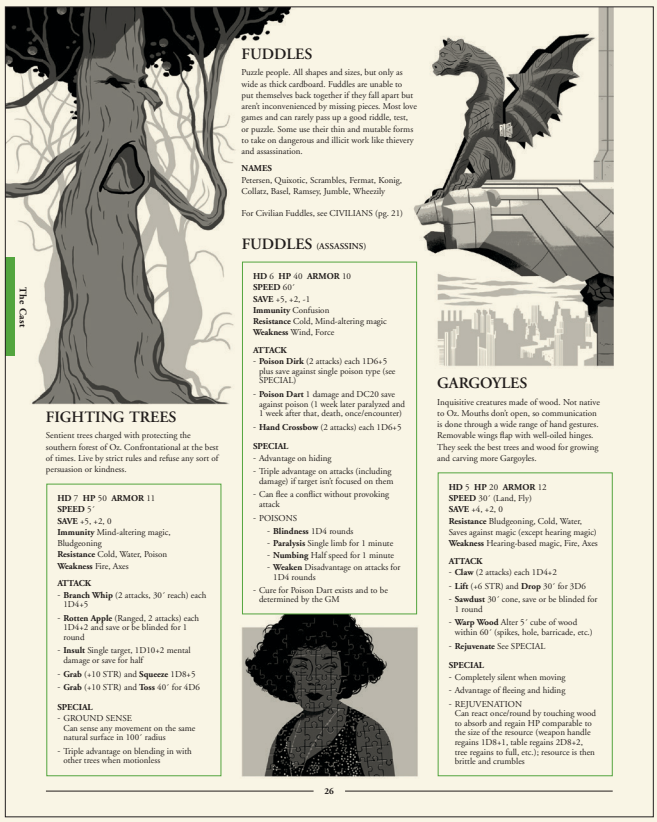
Opposite: The map of Oz originally rendered across four letter-sized pages.



Initial layout and placeholders for images.



The absolute bare minimum I can do to establish the intent of an illustration.



Final artwork. Somehow it all comes together in the end.



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