

# QUICK REFERENCES

## PERSONALITIES

### BILLINA

Brash golden hen.  
Rules all chickens.

### BUTTON-BRIGHT

Simple boy mistaken for brilliant. Asks a lot of questions.

### CAP'N BILL

Sailor responsible for Button-Bright and Trot. He lost Trot.

### DOROTHY & TOTO

Resourceful child and stoic dog. Popular.

### COWARDLY LION

Ruler of the forests. Relies on Courage to overcome fear.

### GLINDA

Aloof Lich of the South. Permitted to use magic.

### HUNGRY TIGER

Best friends with Cowardly Lion. Always hungry.

### JACK PUMPKINHEAD

Made by Ozma. Simple. His seeds animate vegetation and control minds.

### JINJUR

Ambitious general and brief Queen of Oz. Wants power.

### LOCASTA

Reclusive Lich of the North. Doesn't like to use magic.

### MOMBI

Kidnapper of Ozma. Stripped of magic as punishment.

### OSCAR DIGGS

Once the Wizard of Oz. Power-hungry fraudster.

### OZMA

Half-fairy Princess of Oz. Banned most magic.

### PATCHWORK GIRL

Full of wanderlust. Collects trinkets. Body contains an endless void.

### SCARECROW

Insecure. Learns any written or printed information stuffed inside his body.

### SHAGGY MAN

Nomad. Leaves Oz regularly. Wants to save brother, Woolly Man, from Nomes.

### TIK-TOK

Logical machine. Working to make clockwork people.

### TIN WOODMAN

Cursed axe turns flesh to tin. Looking for his love Nimee Amee.

### VERDELLA

Wicked Witch of the West. In hiding. Hates outsiders.

### POLYCHROME

Sky Fairy. Trying to connect with her half-sister Ozma.

### NOME KING

King of rock creatures. Hates Ozma and Oz. Wants his gems back.

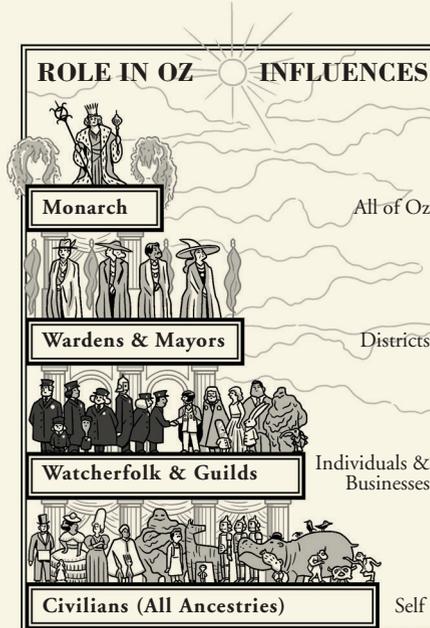
## TRAVEL TIME BETWEEN . . .

NEIGHBORHOODS	1 Hour
OVERGROUND STOPS (10 GP PER STOP)	30 Minutes
UNDERGROUND STOPS (1 GP PER STOP)	30 Minutes
WILD REGION AREAS	30 Minutes
STREETS	10 Minutes
ROOMS	10 Minutes

## EXPLORING A . . .

NEIGHBORHOOD	1 Week
WILD REGION AREA	30 Minutes
STREET	10 Minutes
ROOM	10 Minutes

## POLITICAL HIERARCHY



## FACTIONS

### GARGOYLES

Wood creatures looking for more wood. Can't speak.

### GUILDS (SECRETIVE)

Assassins, bounty hunters, sages, and thieves.

### NOMES

Invading rock creatures. Serve Nome King. Seek gemstones.

#### Hierarchy

1. Nome King
2. Advisors
3. Masons

### OBJECTIONISTS

Antimonarchy and pro-magic liberty.

#### Hierarchy

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

### OLIVE KNIGHTS

Warriors and bankers. Anti-magic and enemy of Zuminati.

#### Hierarchy

1. Tellars
2. Guardians
3. Squires

### THE OUTFIT

Organized crime families. Opportunistic.

#### Hierarchy

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

### OZULTRA

Scientists developing mass magic-control.

#### Hierarchy

1. Researchers
2. Test Subjects

### PHANFASMS

Magic predators that consume magic.

#### Hierarchy

1. Large Phanfasms
2. Small Phanfasms

### WATCHERFOLK

All-purpose civil servants.

#### Hierarchy

1. Overseers
2. Stewards
3. Trainees

### WHEELERS

Playful thrill-seekers.

### WOGGLEGOLOGY

Combination religion and business.

#### Hierarchy

1. Professor Wogglebug
2. Woggle Level IV
3. Woggle Level III
4. Woggle Level II
5. Woggle Level I

### ZUMINATI

Power-hungry cabal. Enemy of Olive Knights.

#### Hierarchy

1. The Terzo
2. Upper Order
3. Lower Order
4. Disinformation Agents

## LIVING EXPENSES PER WEEK

5 GP Simple living, shared room

10 GP Modest living, private room

25 GP Comfortable living, private room

50 GP Lavish living, private suite

## WOGGLEGOLOGY LEVELS

**Level I.** Nutrition and removing internal toxins. Tablets replace meals.

**Level II.** Releasing material needs. Tablets nurture satisfaction. Relinquish all belongings.

**Level III.** Severing toxic relationships. Tablets nurture confidence. Sever non-Wogglegology connections.

**Level IV.** Rare. Some die or unlock magic abilities. Disappear from public eye (except prominent figures).

## 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

# NAMES

## EMERALD CENTER

Cargil Scutter, Ortega, Dumas, Safra, Buttercourt, Selachii, Lung, Zale, Chatters, Silent Carson, Ballad Bonin

## GILLIKIN DISTRICT

Mrs. Peanut, Lanvin, Kay Goldman, Truman, Patton Goer, Armet, Grafton, Pushpin, Miceli, Gorilla Grab, Cornel, Barbaro, Vito Pastel, Sofonisba, Guell, Carisbad, Marcel, Inquisitive Indy

## MUNCHKIN DISTRICT

Mari Cassette, Henri, Honos, Cicero, Met, Beaverbrook, Engobe, Alumina, Iwona Wessel, Filbert, Old Foot, August, Ignaz, Osler, Graupel, Firn, Chalktalk, Anker Dust

## QUADLING DISTRICT

Stora, Oji, Russell Dillon Chatto, Woden, Lunch, Feniger Go, Alaea, Gelsey, Winsome, Gelsey, Winsome, Roma, Hamstring, Litmus, Yoshizawa, Malus, Francis Loquat

## WINKIE DISTRICT

Begone, Goadu, Golic, Olerac Boone, Nada, Chase, Burgundy, Helix, Blagden, Cary Grim, Beaucourt, Florn, Sludge, Faraday, Portage, Sorghum, Bretton Woods, Goosefoot

## BUNNYFOLK

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

## CLOCKWORK DENIZENS

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

## CUTTENCLIPS

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

## DAUGHTERS OF THE RAINBOW

Sunlight, Moonlight, Starlight, Daylight, Electra, Firelight

## DOUGHANS

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

## FUDDLES

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

## HOPPERS

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

## HORNERS

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

## HUMANS

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

## LOONS

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

## MIDLINGS

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

## NOMES

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

## PHANFASMS

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

## PORCELAIN FOLK

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

## THISTS

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

## UTENSIANS

Chopfork, Loaf, Saute, Braise, Mincemeat, Ramekin, Dishdash, Char, Liddle, Serrate, Mallet, Whiskers, Pin, Mixer Match, Parchment

## WHEELERS

Spoon, Ward, Pulley, Haberton, Bee, Longo, Chov, Saddle, Crank, Sprague, Canins, Knox, Axle, Phinney, Vos, Salvo, Kemp, Rover, Bevel, Delmont

## WINGED MONKEYS

Askey, Zeppo, Borge, Randle, Ritz, Barnett, Curly, Bergen, Formby, Pigmeat, Unwin, Vernon, Skelton, Quillan, Costello, Roberti, Kelton, Tati, Blanc, Rooney

## WOGGLEBUGS

Passalidae, Click, Anobii, Trogo, Bost, Nenuphar, Cara, Silvan, Chrysome, Lema, Oedemerid, Leaf, Hister, Rove, Grandis

## 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