

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 magic.

PATCHWORK GIRL

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

SCARECROW

Insecure. Learns any
information written
or printed on his
stuffing.

SHAGGY MAN

Nomad. Leaves Oz
regularly. Trying
to rescue 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 of Ozma..

NOME KING

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

TRAVEL TIME BETWEEN...

NEIGHBORHOODS

1 Hour

OVERGROUND STOPS

30 Minutes

UNDERGROUND STOPS

30 Minutes

WILD REGION AREAS

30 Minutes

STREETS

10 Minutes

ROOMS

10 Minutes

EXPLORING A...

NEIGHBORHOOD

1 Week

WILD REGION AREA

30 Minutes

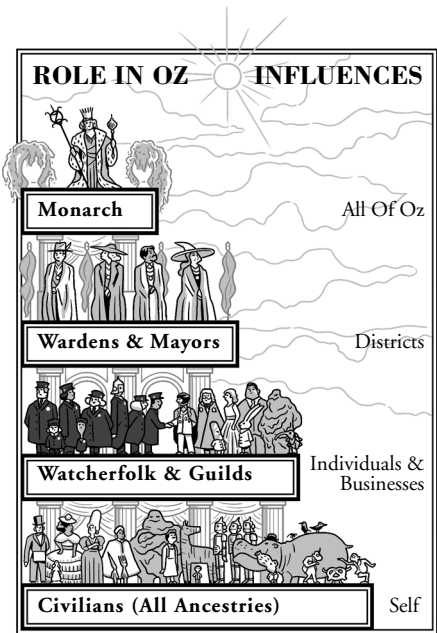
STREET

10 Minutes

ROOM

10 Minutes

POLITICAL HIERARCHY



FACTIONS

GARGOYLES

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

GUILDS (SECRETIVE)

Mostly assassins,
bounty hunters, sages,
and thieves.

NOMES

Invading rock
creatures. Serve Nome
King. Seek gemstones.

Hierarchy

1. Nome King
2. Advisors
3. Masons

OBJECTIONISTS

Anti-monarchy 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 celebrities.