

d30 Disturbing Sights/Visions, Foreboding Events, and Dark Prophecies



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DIST: DISTURBING SIGHTS/VISIONS*

Roll 1	Roll 2	Roll 3
1 bubbling	1 abyss	1 abandonment
2 convulsing	2 blob	2 anger
3 decaying	3 clench	3 annihilation
4 devastating	4 cloud	4 confusion
5 euphoric	5 ether	5 cowardice
6 exploding	6 glow	6 darkness
7 festering	7 hole	7 deceit
8 filthy	8 layer	8 desire
9 gripping	9 mass	9 despair
10 gurgling	10 mist	10 doubt
11 inundating	11 mound	11 emptiness
12 lifting	12 orb	12 evil
13 maniacal	13 orgy	13 exhaustion
14 oozing	14 pile	14 fear
15 paralyzing	15 pillar	15 gloom
16 penetrating	16 pit	16 gluttony
17 pulsating	17 pool	17 greed
18 putrid	18 puddle	18 hatred
19 rank	19 sense	19 jealousy
20 raw	20 shape	20 lies
21 rotting	21 sheet	21 loneliness
22 shaking	22 slime	22 loss
23 shivering	23 sore	23 loss
24 shredded	24 spectrum	24 lust
25 stinking	25 sphere	25 malice
26 swirling	26 storm	26 nothingness
27 tearing	27 stream	27 prejudice
28 trespassing	28 void	28 solitude
29 vile	29 volume	29 wantonness
30 violating	30 weight	30 wrath

* example based on results of 15,6,21: a paralyzing glow of loneliness

FRBD: FOREBODING EVENTS

Roll 1
1 a swirl of smoke surrounds the PCs then disappears
2 an ember floats in front of the PCs then fades away
3 everyone's hairs stand up on end
4 smell: copper (blood)
5 smell: death
6 smell: disease/rot
7 sound has trouble traveling through air (unnaturally quiet)
8 sound: cracking
9 sound: groaning
10 sound: humming
11 sound: multiple voices whispering
12 sound: scratching
13 sound: the chime/toll of a bell
14 sound: the clattering of bones
15 sound: the rattle of death
16 sound: the wind whispers a single word
17 sound: wailing
18 the air becomes charged with electricity
19 the air becomes deathly still
20 the air becomes heavy (hard to breathe)
21 the air becomes suddenly dry/moist*
22 the air becomes suddenly hot/cool*
23 the air becomes thin (hard to breathe)
24 the coppery taste of blood permeates the PC's tongues
25 the earth rumbles
26 the ground dries/cracks
27 the sense of someone following (the PCs)
28 the sense of someone watching (the PCs)
29 vulture circle (outdoors)/a bird enters the room (indoors)
30 roll twice, ignoring this result hereafter

* dependent upon conditions previous to event

PRPH: DARK PROPHECIES

Roll 1
1 all life will wither and crack
2 blood will boil
3 blood will rain upon the earth
4 cities will be turned to dust
5 darkness will consume everything
6 disease will consume everything
7 everything will burn
8 forests will burn
9 life will be ripped asunder
10 men will turn to dust
11 minds will be ripped apart
12 mountains will fall
13 rot will consume the earth
14 souls will be shredded
15 storms will rage
16 the beasts will rise up
17 the dead will rise up
18 the deserts will blister
19 the earth will be covered with sores
20 the ground will open up and scream
21 the moon will be swallowed whole
22 the moon will be torn in two
23 the moon will cast a dark light
24 the moon will drip with blood
25 the seas will be turned to blood
26 the seas will boil
27 the souls of men will beg for death
28 the souls of men will be cast into the pit
29 the stars will fall
30 the sun will die