



## THE WAYFINDER

*"The gnomes had a strange and utter curiosity in what would happen if you combined magic, a pocket watch and a compass. Add Gnomish ingenuity to the mix and The Wayfinder was invented. When you wind up the Wayfinder it will lead you to whatever it is that you desire the most"*

Roll 1d6, on 5-6 it will lead you to what you desire. On 3-4 it will only give general directions. Once activated it can not be used again for 1 hour.