

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.