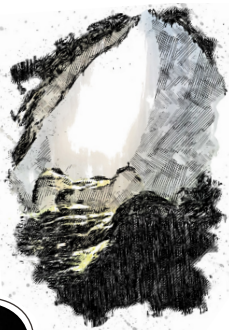


WAYFARER'S DECK

BY DOUBLE
PROFICIENCY



DEPTHS OF THE EARTH



50 illustrated
encounters,
findings, puzzles,
wonders, and
writing prompts
for adventurers
venturing deep
into caves, mines,
and dungeons

DRIP



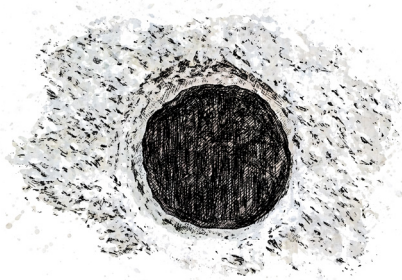
Dark and dry, the cavern's corridors stretch into the bowels of the earth. As you carefully venture forth, a quiet drip can be heard from ahead—like water from a tap, or drool from a grinning maw.

THE CHASM



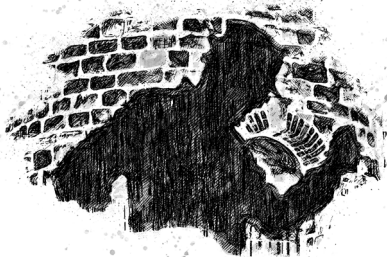
The path winds between stalactites until suddenly stopping in a sharp decline into a deep crevice. You catch one of the rock outcroppings in the last second, but a long climb awaits you.

THE WELL



A near-perfectly circular opening in the cavern floor is filled with crystal-clear water. There is no bottom you can see, though the walls widen, suggesting a vast underground lake.

THE STALKER



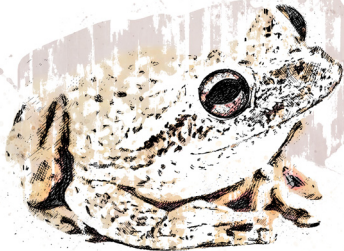
Quiet footsteps sound in unison with yours. You aren't sure at first, but as the sound continues, the suspicion turns into certainty—someone is following you, just out of sight.

HALL OF LIGHT



The narrow pathway suddenly opens into a spacious cavern gleaming with bright quartz crystals adorning the walls. The sunlight entering through unseen cracks illuminates the spectacle.

FROGS



A small stream formed out of the dripping stalactites crosses your way. The crystal-clear waters are full of nearly transparent frogs, trilling in unison as if awaiting something profound.

ENCAMPMENT



You spot the light of a campfire, surprising so deep in the bowels of the earth. Approaching, you discover a fully set camp with several sleeping rolls, but no living soul to be found.

SLITHER



Something slithers between your feet as you cross the underground stream. Looking down, you find nothing in the waters.

TRAPPED



You work your way through a particularly narrow passageway when a strap of your gear gets stuck on something. Unable to turn around, you're stuck in the choke point.

MUDSLIDE



A false step causes an avalanche of mud to drag you down into unknown archways beneath the traversed passages. You find yourself lost in the darkness.

MOLD



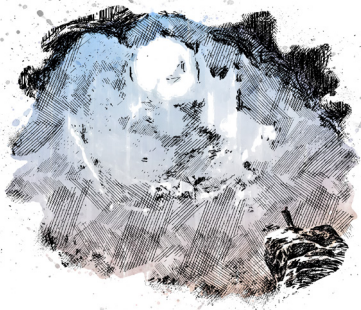
You stumble upon something molding in the corner of a cave corridor. Closer inspection reveals the molding cadaver of a spelunker dead of unknown causes.

GREETINGS FROM THE PAST



Your light source reveals a bright wall of this cavern is adorned with hundreds of red palm prints, the oldest of which nearly disappeared under their successors. Seeing a seemingly fresh bowl of red ochre, you feel an urge to add your hand to the gallery.

THE CLIMB



The pathways through the cavern's winding corridors eventually lead towards a steep incline. If you are to continue your sojourn, you will need to conquer this obstacle.

DARK DWELLERS



Skittering and chatter ahead betray the presence of creatures of some sort. Echoes and distortions of sound coming through the tight galleries obscure the nature of these beings, leaving you wary as to the way onwards.

THE WAY DOWN



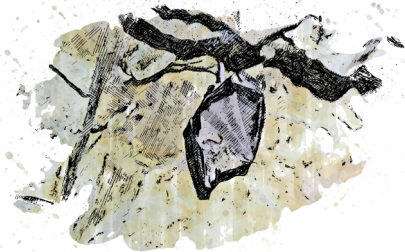
The cavern steeply drops into the abyss.
Anyone daring enough to explore the
depths needs to descend the
underground cliff.

THE NEST



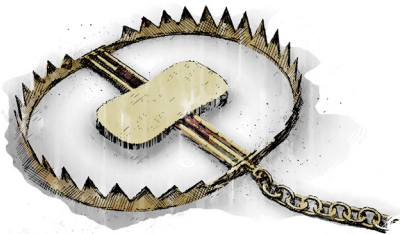
The cave floor is covered in ancient white guano stacked between the stalagmites and stalactite labyrinth. Mounds of large, black insects swarm in the dried heaps, skittering away at your unexpected presence.

BLACK WINGS



A cavern you enter turns out to be a bat nesting ground. Thousands of creatures awakened by your light source scream and launch into the air.

AVARICE



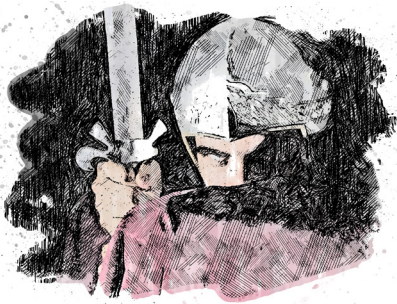
Exploring the cave you wade through shallow waters of a dark stream. Sharp pain in your ankle informs you stepped into a bear trap left here by an unknown trapper.

RESCUE



Desperate cries for help lead you to a side corridor, where an adventurous sojourner is trapped under rubble. The person is gravely wounded but thankful for your auspicious arrival—if only you can figure out a way to get them out of peril without causing further landslides.

THE BATTLE



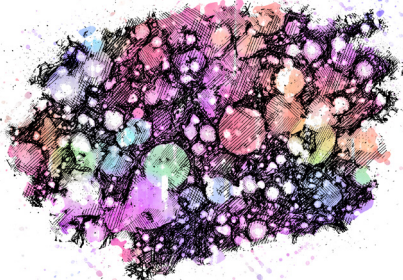
Unexpected sounds of clashing metal and shouts of distress lead you to witness a desperate fight between a group of adventurers and an unseen foe. The intrepid explorers are clearly in distress, sure to be in trouble.

THE DESCENT



Descending deeper into the caverns, you spot some sort of movement just beyond the field of light. Undaunted, you press onwards, certain these were just tricks and shadow play, despite the nagging feeling of creeping dread.

THE GLARE



A curious stream of colorful lights illuminates the chambers weathered by ages. The natural cavern's walls gleam in multi-hued glare reflected from your light source, seemingly moving along with the shadows.

BURSTING WATERS



A loud crack behind you announces a disaster. The underground waters washing over the cave floor broke off a natural barrier you passed a few hours back and are now flooding the cave.

CURIOUS GUEST



As you make camp to rest a few hours before moving onwards, small creature ventures into the camp.

A white, blind lizard curiously sniffs around your packs, incapable of comprehending the meaning of this intrusion in its hunting grounds.

CHANCE MEETING



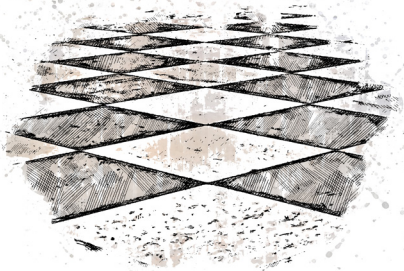
The narrow pathways of caverns stretching beneath the mountains are a peculiar place to meet fellow travelers. Nonetheless, you see the lights of an approaching group ahead.

SECRET DOOR



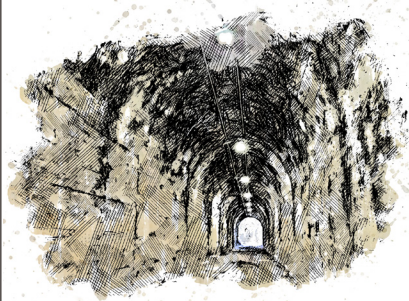
The corridor widens unexpectedly and expands into a brickwork cellar. Touching the door reveals the uneven brickwork, likely concealing what is likely a secret door.

FALSE FLOOR



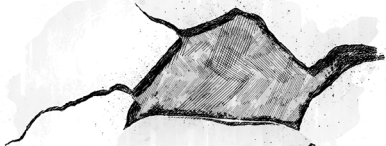
A careless step causes the floor beneath you to collapse, plunging you into the unknown depths. The fall isn't long, and while only slightly hurt, you find yourself in an unknown set of corridors stretching in all directions.

THE TORCH



Somewhat surprised by the lonely torch attached to the wall, you touch the old wooden hinge. A section of the wall slides open with a loud creak, revealing a dark corridor.

THE INTRUDER



A loud crack warns you just in time before a piece of the ceiling falls inwards. Along with crushed mortar and brick falls a heavily armed, roguish-looking fellow, cursing loudly amidst the dust.

ROCKS FALL



A loud rumble ahead calls your attention to the rockfall. Belying all reason, a large, round boulder hurls towards you down the corridor slope.

IMPRISONED



The dungeon walls are inlaid with shallow cells. Creeping slowly through the crumbling halls, you notice a fragile silhouette cowering behind rusty bars.

LAST WILL



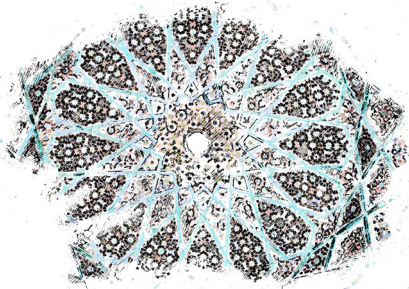
You stumble upon a rotting skeleton in remnants of tattered clothes. Clutched in crumbling hands is a small note, musty with age.

DUCK!



A click gives you a second warning as you step on a pressure plate. A lever mechanism releases a battering ram on a hinge, falling towards you with a deafening roar.

THE PUZZLE



Floor tiles ahead of you are adorned with complex sigils and markings. The symbols repeat in a pattern, leading you to think the corridor is trapped, and you must only step on the correct tiles.

WARDEN



The corridor ends with a heavy, reinforced door with a small window flap. The flap opens as you knock, and a hollow voice demands a password.

LABYRINTH



The corridors wind and twist, quickly becoming a confusing mess of intersections. Hopelessly lost, you need to devise a method of navigation if you ever want to see sunlight again.

FORKED PATHS



The walkway you're on splits into two identical passages. Choosing the right path will require a careful investigation.

DENIZENS



The ruined passage seemed abandoned as you explored it—until you hear distorted chatter from a section ahead. Though echoes make the words incomprehensible, the dispute sounds aggressive.

THE FARM



The maze of passages suddenly opens into a large cavern, overgrown with massive mushroom caps. As you wade through the spore-filled air, you realize the shrooms are planted in purposeful rows.

THE TREASURE



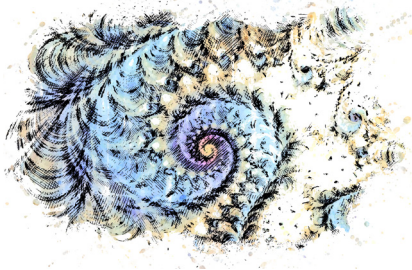
A lonely chest sits in the chamber's corner amidst wooden and metal rubble and shattered pieces of bone. Its lid is crossed with rusted chains and locked with a heavy pad.

THE WEB



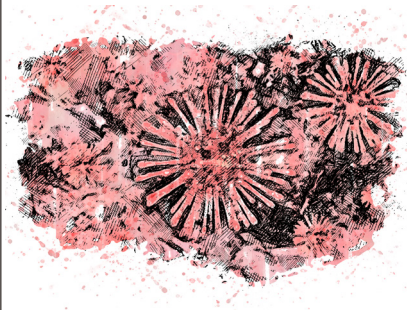
The tight passageway ahead of you is overgrown with dense, thick spider webs. As you cut your way through the obstacle you realize the webs shake as if something heavy approached.

THE VENOM



Though you initially discounted the sting as a harmless insect bite, you soon realize your mistake as the dark passages shift and discolor in the onset of hallucinations.

FEVER



Sudden shivers and bouts of sweat come with a realization you must have caught some sort of subterranean illness, perhaps from a bug bite or polluted air.

THE CANARY



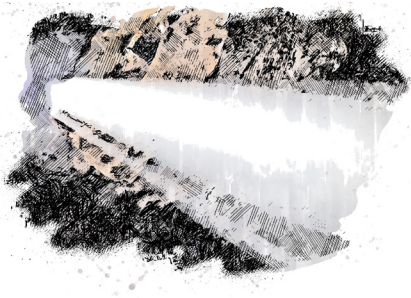
The darkness of underground passages is pierced by melodic chirps and fluttering of wings. A colorful canary flies out of the darkness and sits on your shoulder.

THE MELODY



The dark recesses of underground caverns and cellars are disturbed by a distorted melody. Somewhere ahead in the unknown, someone sings a sorrowful tune.

THE MORROW



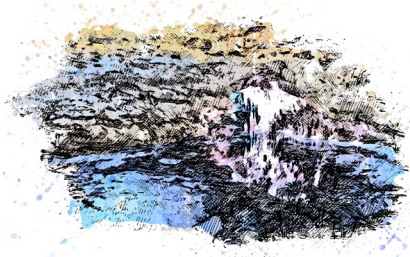
An unexpected ray of sunlight pierces through the cracked ceilings. The rays of golden light fall upon a lonely figure whose face is obscured by the shadows above the illumination.

COLLAPSE



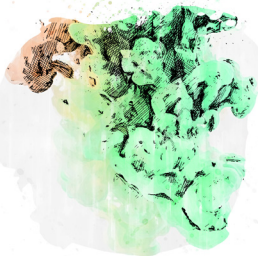
The passage trembles as a rockslide crushed the fragile ceiling, burying the way back. Your only way forward is a cracked crevice opened by the tremor, leading into passages yet unexplored by the living.

THE LAKE



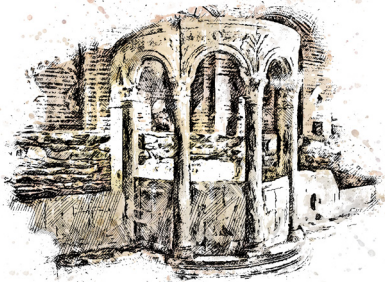
A cool breeze washes over you as narrow passages gradually widen into a cavern. Your light source reveals a vast, underground lake full of crystal clear waters. Amidst the glimmer of your light reflected in it, you can make out a shape of a sunken rowboat.

THE FUMES



You suddenly feel lightheaded, and your eyes water. The corridors you traverse turn out to be filled with poisonous fumes, sneakily filling your lungs as you unknowingly wandered to your doom. Before you fall into the dark recesses of unconsciousness, you hear excited voices nearby.

THE CITY



You've gotten helplessly lost in the cavernous recesses of passages. The cave's crevices open into wide tunnels, ancient houses carved into the rock. Whatever antediluvian peoples once lived here, they left nary a trace save for their architecture.

WAYFARER'S DECK

BY JAKUB WISZ | DOUBLE PROFICIENCY

Wayfarer's Deck is a series of decks of cards with events and encounters for traveling groups of adventurers. Instead of using a table, draw a card and enjoy a bunch of mysterious sights, trouble, adventures, and side quest prompts that very well may spawn an entire emergent campaign.



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