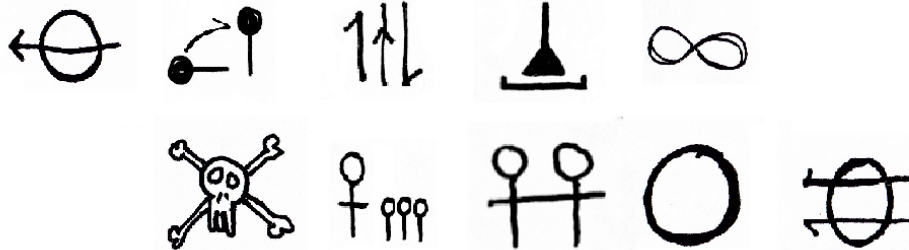


This document contains a plethora of symbols used by thieves and other reavers of the deep.

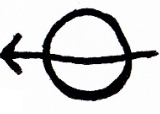



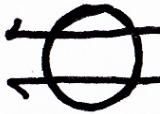
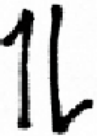

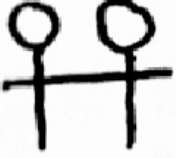




Delver's Waymarks: Reavers and Thieves

Description: Thieves, reavers and other delvers of dungeons and ruins sometimes leave messages to those who come behind them. Marking traps, safe locations for rest, and well-travelled guard routes are all useful things to know, and sometimes signaling the path you've used can be the only thing that saves your skin in the end.

While the details vary wildly between regions (and the craftiest of rogues are certainly in the habit of leaving false symbols to hinder those who follow them), some common styles and themes have been established over time. This is a collection of those symbols. The list below is aimed at Judges and game masters looking to build up an orienteering-based puzzle for a dungeon run, or perhaps players involved in a mega-dungeon or a West Marches -style game and in need of a simple shorthand to share information between groups.

Table A: Waymarks of Reavers & Thieves

 <p>Go this way (Arrow indicates direction.)</p>	 <p>Don't go this way (Arrow indicates direction.)</p>	 <p>Nothing here</p>	 <p>I was here (Usually with personal symbol.)</p>
 <p>Leave fast (Arrow indicates direction.)</p>	 <p>Be ready / Weapons out</p>	 <p>Dangerous area</p>	 <p>Stay together</p>

 <p>Go one at a time</p>	 <p>Torches up / Stay in the light</p>	 <p>Torches out / Stay in the dark</p>	 <p>Touch nothing</p>
 <p>Danger on the other side</p>	 <p>Traps about</p>	 <p>The Dead yet live</p>	 <p>Demons about</p>
 <p>Many small monsters / Swarms</p>	 <p>Giant creature nearby</p>	 <p>Guard patrols</p>	 <p>Stay quiet</p>
 <p>Safe area / Rest here</p>	 <p>Enemy fortifications</p>	 <p>Good score / Treasure nearby</p>	 <p>Magic about</p>