

Voices

For oracles, summoned spirits, computer AIs, magical swords, and giant robots. It speaks thus:

1. Whisper – Some words inaudible
2. LOUD – Each syllable means a point of damage and a wandering monster check.
3. Slow – One word a minute.
4. Ultra-Slow – Requires an hour to answer for each word in the query.
5. Fast – Difficult to follow, no repeating.
6. Boring Monotone
7. Unnaturally Chipper – How Americans are perceived abroad. "Have a nice day!"
8. Bored – "Yeah, yeah, everyone asks that same question."
9. All Answers in First Person – "I must go north to find my goal."
10. All Answers in First Person Plural – "We must go north to find our goal."
11. All Answers in Second Person Plural – "They must go north to find their goal."
12. All Answers Using "it" – "It must go north to find it."
13. Rude Dialog with Itself – "These are ugly ones aren't they love? Yes, love, hideous."
14. Enthusiastic Dialog with Itself – "Oh, do you think they'll ask about X? I hope so!"
15. Senile – Mistakes speaker for someone else
16. Rhyming – "Before you go forth, be sure to face north."
17. Wails and Groans – Can only convey meaning through crude noises.
18. Undeservedly Untrustworthy – The more truth to what it says, the less true it sounds.
19. Fickle – Will change moods. Will pick favorites if there are multiple speakers.
20. Annoying Echo – Repeats every question before addressing them.
21. Lousy Prophet – Tries to predict what the speaker will ask, is way off.
22. Questions – Answers any question with a question: "In which direction does Thule lie?" (North)
23. Ignorant – Knows less than the speakers do. "What goes on in the world?"
24. Familiar – It is the voice of a dead friend/family member of the party.
25. Eerily Familiar – The voice of a friend/family member of the party. "That ... that's my mom!"
26. Deceptively Familiar – Tries to convince speakers that it is someone they know/knew. It isn't.
27. Indecipherable – Speaks in a long dead tongue.
28. Quietly Creepy – "You're a naughty one aren't you, to ask that. Oh yes, I'll enjoy this."
29. Symbolic – Answers are encoded somehow: "The dove doesn't fly until dawn."
30. Sing-Song – Rising and falling systematically, regardless of what it is saying.
31. DEEP – Resonates through the area, may attract creatures.
32. High-pitched – Point of damage for each sentence listened to. May attract different creatures.
33. Pained – Each word it utters causes it one point of damage. It has 3HD(?).
34. Simple – Single syllable answers.
35. Constrained – Yes/No answers only.
36. Restricted – Certain topics are completely off-limits. 50% for any topic.
37. Liar – Answers convincingly in the way most dangerous to the asker.
38. Sphinx – Answer its riddle before it will answer anything.
39. Dire Sphinx – Answering its riddle incorrectly draws the speaker in to become the new voice.
40. Chorus – Actually several voices that confer and speak among themselves.
41. Mirror – The *player characters* are the oracle/answerer to someone elsewhere.
42. Backwards – "Goal your find to north go must you."
43. Future You – One of the player characters from the future (ask *them* what they say)
44. Celebrity – Famous personality, not necessarily helpful. "Elvis, you're our only hope."
45. Celebrity Scholar – Helpful famous personality. "Jābir ibn Hayyān, what items are needed?"