

**OBLIVIANA SUPER OCCULT AMUSEMENT**  
**OBLIVIANA STORMJAUNT SCROLL**  
**OBLIVIANA.COM**

**Stormjaunting**

The "Obliviana Stormjaunt Scroll" is an essential tool for Stormjaunting. You can print out or photocopy as many Scrolls as you need, for personal use. You'll use one Scroll per Stormjaunt, because you'll be writing and marking on it. Save used Scrolls as the record of your Stormjaunting. The place the used Scrolls are kept is called a "Fonosta".

Since this Scroll has limited space, only essential information is presented. For more information, you can go to [www.obliviana.com](http://www.obliviana.com).

Stormjaunting is essentially a "magical mini-trip". The idea is to break away from Corridor for a period of time. Corridor is your "personal tunnel" or "rut" that guides you in your daily routine, but that also limits your freedom.

There is a part of you called your "Thinkfang", and it has the power to release you from the grips of Corridor, and temporarily open up a world of wonderful freedom. The exact nature of the Thinkfang is unknown. It seems that it is usually dormant and inactive, but in Obliviana there is a way to stimulate it.

Another element of Stormjaunting is the "Dashic Deeds". These are activities designed specifically to counteract the force of Corridor. In general, they are activities which one would never normally do (but not in a dangerous, sick, or demented way).

Dashic Deeds would be somewhat meaningless without the stimulated Thinkfang, and the Thinkfang would be far less effective without Dashic Deeds. The two go hand in hand.

The way to stimulate the Thinkfang is through the number 209. The "Forge of Wander" is a grid 11 wide and 19 high. On the grid are the number 1-209. Each individual number is called a "Storm". The 11 columns are "Flips", and the 19 rows are "Dires" (pronounced "deers"). To do the stimulation, you will set a Storm. To do this, choose one of the 209 Storms, and circle it with a pen. Then, also circle the Flip and Dire numbers on the top and left. Regard the Storm, and the Flip and Dire. When you're ready, put an X in the "Start" checkbox. When you eventually turn the Storm off, X out the "Stop" box.

During the Stormjaunt, you'll do a series of Dashic Deeds. If all goes well, you'll have yourself a nice little adventure... or a big strange adventure... who knows...

Version 1.0 • 7/29/01 • by Frank Edward Nora, Lord of Obliviana  
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	1	2	3	4	5	6	7	8	9	10	11	
1	1	134	58	191	115	39	172	96	20	153	77	A♥
2	78	2	135	59	192	116	40	173	97	21	154	2♥
3	155	79	3	136	60	193	117	41	174	98	22	3♥
4	23	156	80	4	137	61	194	118	42	175	99	4♥
5	100	24	157	81	5	138	62	195	119	43	176	5♥
6	177	101	25	158	82	6	139	63	196	120	44	6♥
7	45	178	102	26	159	83	7	140	64	197	121	7♥
8	122	46	179	103	27	160	84	8	141	65	198	8♥
9	199	123	47	180	104	28	161	85	9	142	66	9♥
10	67	200	124	48	181	105	29	162	86	10	143	10♥
11	144	68	201	125	49	182	106	30	163	87	11	A♦
12	12	145	69	202	126	50	183	107	31	164	88	2♦
13	89	13	146	70	203	127	51	184	108	32	165	3♦
14	166	90	14	147	71	204	128	52	185	109	33	4♦
15	34	167	91	15	148	72	205	129	53	186	110	5♦
16	111	35	168	92	16	149	73	206	130	54	187	6♦
17	188	112	36	169	93	17	150	74	207	131	55	7♦
18	56	189	113	37	170	94	18	151	75	208	132	8♦
19	133	57	190	114	38	171	95	19	152	76	209	9♦

A♠ 2♠ 3♠ 4♠ 5♠ 6♠ 7♠ 8♠ 9♠ 10♠ A♣

**Forge of Wander**

START



STOP



**Dashic Deeds**

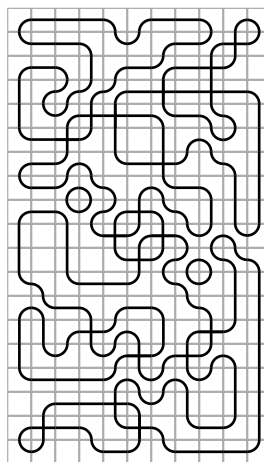
Here are some Dashic Deeds to try out. Mark them off as you do them. Also, you can make up your own.

Dashic Deeds are at the heart of the Stormjaunting system. A Dashic Deed is an activity that "breaks away" from Corridor. On their own, Dashic Deeds are not supernatural, but without the power of the Thinkfang as stimulated by 209, they are lack meaning. IMPORTANT: Putting yourself in any kind of danger is NOT AT ALL involved in the Dashic Deeds. Please use your own judgement, and never risk your personal safety.

- 1. **NEVERBEEN** Go someplace you've never been before.
- 2. **PEBBLESWITCH** Pick up and keep a pebble. Later, find another pebble. Switch it with the one you have. Keep on switching!
- 3. **DEEPNOTICE** Look at things you'd normally miss. Focus on specific elements in your field of vision. Look for longer than feels "right".
- 4. **FRESHPARK** Stop somewhere you wouldn't normally stop for a minute.
- 5. **FOUROFTHINGS** Place four random objects in a bag or an empty pocket. Carry them around with you.
- 6. **DEEPCOMPARE** Select two things in your field of vision and compare them, looking back and forth.
- 7. **MANYDISPOSALS** Obtain a free brochure or flyer, and rip it apart to dispose of it in at least 8 different legitimate trash cans.
- 8. **DONEXT** Think about what you're planning on doing in the immediate future, and then do something different.
- 9. **LAPMALL** Walk completely around the outside of a shopping mall.
- 10. **REALITY TONIC** Mix 3 soft drinks together (that wouldn't normally go together), and drink up! Example: Yoo-Hoo, Welch's Grape Soda, and V-8.
- 11. **JAUNTRECORD** Tape record or video tape your Stormjaunt, to share.
- 12. **FONOSTAGON** Stare into the depths of the Fonostagon.
- 13. **LITTLE WORLD OF RACETRACKS** Stare into the depths of LWOR.
- 14. **STORM CODEX** Get 2 identical decks of playing cards. Combine 2 each of the cards shown on the FOW (60 total). Throw out the other cards and one of the boxes.
- 15. **JUKEWAND** 2 caps, 1 connector, 1 shorter segment, 1 longer segment. Small brass pipe is good. Keep it small enough that it doesn't seem to be a weapon.
- 16. **TAP-A-MALL** Go to a series of malls and tap each one with your Jukewand.
- 17. **CUP 14** Buy a cup, drive, get rid of it exactly 14 miles later. "Lite" version: carry empty disposable cup around with you, then get rid of it exactly 14 minutes later.
- 18. **TRANSPORTING FRENCH FRIES** Buy french fries. Do not eat them. Transport them to a different location, and throw them in the trash.
- 19. **MALLBALL** Go to a series of malls. Buy a different stringlike product at each mall, and roll a ball of successive layers.

**Stimulation of the Thinkfang**

**209**



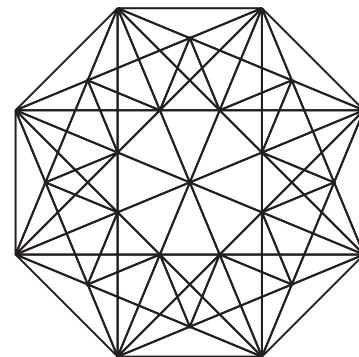
"Little World of Racetracks"

Recordkeeping: Write notes on your adventure on the edges or the other side. Write the time above START and STOP if you want. Your 1st Stormjaunt is #1, 2nd is #2, and so on.

Name:

Date:

Stormjaunt #:



"Fonostagon"