

Fantasy Adventure Pack

Version: 3

Table of contents

Fantasy Adventure Pack 1

 Setting Information 1

 Character Traits 2

 Special Rule: Magic 7

 Factions 11

 NPCs 13

 Monsters 15

 Locations 18

 Adventure Seeds 19

Fantasy Adventure Pack

Setting Information

- The world is a realm of ancient mystery and living myth, where enchanted forests shift overnight, and echoes of old gods linger in the wind. Forgotten places stir with purpose, and magic weaves through every shadow and glimmer.
- The time period resembles a late-medieval fantasy age, marked by crumbling empires, feuding dynasties, and the slow return of forces thought buried. Castles rise on dragon-haunted hills, and relics of the past rewrite the present.
- The location is a fragmented kingdom called **Aldorath**, a land of rolling hills, cursed ruins, moonlit marshes, and jagged mountain ranges. Power is split among ancient houses, each ruling their province from keeps laced with intrigue. The capital, **Eldrida**, is both a beacon of order and a nest of secrets.
- The people of Aldorath include humans, elves, dwarves, halflings, and stranger folk touched by old magic. Tensions rise as borders blur, old alliances strain, and ancient pacts fray. Each people clings to fading traditions or forges dangerous new paths.

- Magic is primal, beautiful, and volatile. It is channeled by wizards, witches, and hedge mystics, and loosely regulated by the **College of Wizards**, an increasingly divided authority that clings to relevance while suppressing arcane threats.
- The kingdom faces growing peril: foreign agents stir civil unrest, outlaws rule the wilds, and dark magic seeps from the cracks beneath the land. Myths once whispered now walk in daylight.
- Competing factions shape the kingdom's fate: the fractured monarchy, ambitious noble houses, a paranoid College of Wizards, outlaw cults, exiled heirs, and secret orders that seek to awaken what should remain forgotten.

Character Traits

Concepts

	1	2	3	4	5	6
1	Silent assassin	Battle-scarred warrior	Wandering spell-binder	Nimble cut-purse	Valiant sword-maiden	Brooding hexblade
2	Weathered veteran	Oath-bound paladin	Graceful dædric elist	Frenzied berserker	Reclusive wild-speaker	Zealous miracle-worker
3	Forbidden arcanist	Scheming courtier	Bold frontline captain	Fanatical inquisitor	Haunted seer	Silver-tongued envoy

	1	2	3	4	5	6
4	Inspiring skald	Quickhanded burglar	Cold-blooded sell-blade	Inquisitive lore-master	Towering gladiator	Loyal zealot
5	Spirit-touched wanderer	Disciplined ascetic	Beast-wrangling scout	Masked infiltrator	Elven blade-dancer	Brilliant tinkerer
6	Seaworn corsair	Regal matriarch	Masked fool with secrets	Master tactician	Hard-bitten navigator	Renowned artisan

Skills

	1	2	3	4	5	6
1	Swordsmanship	Herbalism	Beast mastery	Menace	Leathercraft	Star-reading
2	Bowmanship	Foraging	Mount handling	Command	Needlework	Field medicine
3	Brawling	Trailcraft	Mapmaking	Battlefield sense	Gemcutting	Element-shaping
4	Lockpicking	Trapsetting	Wayfinding	Construction	Rune-carving	Shapechanging

	1	2	3	4	5	6
5	Spell-weaving	Net-casting	Terrain lore	Metal-working	Illusions	Spirit-binding
6	Potion-making	Camp cooking	Persuasion	Woodcraft	Necromancy	Anatomical lore

Frailties

	1	2	3	4	5	6
1	Proud	Unreliable	Indecisive	Perfectionist	No-Hot-headed torious	
2	Faint-hearted	Clotiful	Cullible	Distrustful	Vengeful	Secretive
3	Covetous	Self-serving	Apathetic	Spiteful	Overindulgent	Nervous
4	Envious	Obstinate	Blunt	Overbearing	Lustful	Reckless
5	Possessive	Rash	Boastful	Rigid-minded	Lazy	Narrow-minded
6	Deceptive	Naïve	Cynical	Insecure	Arrogant	Bigoted

Gear

	1	2	3	4	5	6
	Longsword	Hunt- ing bow	Compact cross- bow	Curved dag- ger	Boar spear	Bearded axe
2	Morn- ing star	Spiked flail	Round shield	Iron helm	Chain- mail	Reinforced bracers
3	Leg- plates	Silent boots	Hooded cloak	Travel pack	Ar- row case	Broadhead arrows
4	Quar- rels	Climb- ing rope	Hooked launcher	Oil lantern	Wax torch	Flint and tin- der
5	Water flask	Dried meat	Woolen bedroll	Can- vas tent	Rune com- pass	Hand- sketched map
6	Seer's lens	Star scope	Elixir pouch	Medic's satchel	Thieves' tools	Ornate lute

Names

Female Names

	1	2	3	4	5	6
1	Elira	Thariel	Mirwyn	Caelia	Ysolde	Avenra
2	Liora	Syllin	Nymeris	Odrille	Branna	Feyra
3	Isolde	Myrren	Anwen	Tahlia	Virelle	Desmira
4	Renya	Eirwen	Arlisse	Naevia	Joryn	Callistra
5	Velka	Lineth	Serida	Olyra	Malenne	Thalyssa
6	Nysha	Eryndel	Galene	Sylara	Tressa	Zarelle

Male Names

	1	2	3	4	5	6
1	Thalen	Corvin	Maelor	Eldric	Garran	Sylric
2	Brynjar	Halric	Fenwyn	Kaelen	Orwyn	Tiberan
3	Dorian	Arvek	Marnen	Lucen	Traskel	Hadrin
4	Roneth	Varek	Eryndor	Silas	Kendric	Bastian
5	Malric	Vaelor	Dryden	Osric	Jorren	Tyvald
6	Alric	Tharos	Ivaran	Kevarn	Elric	Zareth

Surnames

	1	2	3	4	5	6
1	Iron-hart	Wind-mere	Duskbane	Hollowbrook	Storm-binder	Thorn-vale
2	Greyfen	Night-shade	Ember-lain	Deep-warden	Stonesworn	Red-marsh
3	Dawn-treader	Ashen-fell	Moon-whisper	Vexley	Far-rowind	Flame-crest
4	Raven-shade	Gold-branch	Frost-reaver	Hollowmere	Duskridge	Wyrmholt
5	Thorne-keep	Bright-moor	Oaken-shield	Mire-wood	Fenroar	Cold-mere
6	Black-bar-row	Silver-spire	Runeblade	Grimhol-low	Ironveil	Ash-grove

Nicknames

	1	2	3	4	5	6
1	The Red	Long-Eyes	Ash-cloak	Flame-Tongue	The Whisper	Ironjaw
2	One-Ear	Night-fox	Bright-fang	Dust-walker	Grim-hand	Star-born
3	Black Tom	Silver-step	Hollow-Eye	Cloudrider	Knife-tooth	The Silent
4	Goldie	Blight-bane	Quick-blade	Storm-child	Cragface	Night-mare
5	the Pale	Three-Toes	Fire-man	Bearclaw	Deep Voice	the Unseen
6	Smiler	Worm-tongue	Sky-howler	the Black	Bonepicker	Last Hope

Special Rule: Magic

A character may channel their **Luck** to cast spells or activate magical abilities. Each spell has a specific **Luck cost**, which varies based on its power or complexity. To cast a spell, the protagonist spends the required amount of Luck and rolls the Oracle to determine the outcome:

- **No and:** The spell fails catastrophically — and something else goes wrong.
- **No:** The spell fails, and the Luck spent is lost.
- **No but:** The spell fails, but the Luck is not expended.
- **Yes but:** The spell succeeds, but with a complication, side effect, or unintended cost.
- **Yes:** The spell succeeds as intended.
- **Yes and:** The spell succeeds with an extra benefit — such as a bonus effect, lasting impact, or unexpected insight.

Luck used for spellcasting refreshes after the character takes a proper rest in a safe place. During a Conflict, the current Luck total applies for the duration and resets when the Conflict ends, as per the core rules.

Spells

D66	Spell
11	Heal (1 Luck) – Restore a small amount of health to a creature you touch.
12	Light (1 Luck) – Create a floating glow that illuminates a small area for one hour.
13	Identify (1 Luck) – Reveal the nature and properties of a magical item or enchantment.
14	Bolt (1 Luck) – Hurl a streak of elemental energy at a single target.
15	Detect Magic (1 Luck) – Sense magical auras and effects nearby.
16	Mage Armor (2 Luck) – Summon a shimmering shield of force to absorb physical harm.
21	Levitate (2 Luck) – Defy gravity for a short time, hovering above the ground.
22	Fear (2 Luck) – Instill dread in a creature, forcing it to flee or falter.
23	Illusion (2 Luck) – Create a minor sound or image to mislead the senses.

D66	Spell
24	Charm (2 Luck) – Momentarily soften a creature's disposition toward you.
25	Invisibility (3 Luck) – Fade from sight for a brief time or until you take action.
26	Teleport (4 Luck) – Instantly move yourself to a visible location within range.
31	Fireball (3 Luck) – Unleash a fiery explosion that engulfs a small area.
32	Summon (3 Luck) – Call forth a small creature bound to aid you in one task.
33	Enchantment (2 Luck) – Imbue an item with a temporary magical quality.
34	Divination (2 Luck) – Gain insight into a person, place, or mystery.
35	Abjuration (3 Luck) – Ward a creature or place from harmful magic.
36	Conjuration (4 Luck) – Summon an object or simple tool into your hand.
41	Necromancy (4 Luck) – Influence the dead, or command lesser undead.
42	Transmutation (4 Luck) – Alter the shape or nature of a creature or object.

D66	Spell
43	Evocation (4 Luck) – Conjure a sudden burst of elemental power.
44	Greater Illusion (4 Luck) – Create a convincing illusion affecting multiple senses.
45	Alteration (4 Luck) – Change your own appearance, voice, or minor traits.
46	Restoration (4 Luck) – Repair or purify a creature, object, or environment.
51	Leap (2 Luck) – Propel yourself or a target to any visible point in range.
52	Circle of Protection (3 Luck) – Create a barrier that repels spirits or divine forces.
53	Darksight (1 Luck) – Grant a creature the ability to see in complete darkness.
54	Deafening Wave (2 Luck) – Deafen all creatures within a short radius.
55	Latch (1 Luck) – Open or close a non-magical, unlocked object at will.
56	Disguise (3 Luck) – Take on the appearance of a creature you’ve seen before.
61	Mirage (3 Luck) – Project a simple silent illusion to distract or deceive.

D66	Spell
62	Purge Text (2 Luck) – Erase mundane or arcane writing from any surface.
63	Shelter (4 Luck) – Conjure a protective structure that lasts up to 24 hours.
64	Gravity Domain (4 Luck) – Manipulate a target’s position in space — lift or sink them.
65	Ice Storm (2 Luck) – Conjure a hail of frozen shards to strike your enemies.
66	Make (4 Luck) – Transform raw materials into a crafted item of your choice.

Factions

The Crown of Thorns

- **Concept:** Embattled Monarch
- **Skills:** Command, Court Intrigue
- **Frailty:** Haunted by ancestral failure
- **Gear:** Fractured crown, blood-bound seal
- **Goal:** Preserve the throne and unify the splintered provinces
- **Motive:** Restore the glory of a broken lineage
- **Nemesis:** The Thornless Pact — a coalition of rebel nobles and exiled bloodlines

The Umbral Synod

- **Concept:** Shadowbound Sorcerer
- **Skills:** Forbidden Lore, Ritual Magic
- **Frailty:** Feared even by allies
- **Gear:** Black-inked grimoire, silver-masked face
- **Goal:** To control the Wild Magic zones and unlock their ancient power
- **Motive:** Rewrite magical law by unearthing what the College buried
- **Nemesis:** The Severed Circle (the official Wizarding College, now fragmented)

The Order of the Hollow Flame

- **Concept:** Knight of the Vanished Oath
- **Skills:** Swordplay, Devotion
- **Frailty:** Bound by obsolete vows
- **Gear:** Broken sigil, sanctified blade
- **Goal:** Seek the rebirth of the old gods through sacred relics
- **Motive:** Redemption through divine fire
- **Nemesis:** The Crown, who branded them heretics after the fall of the Southern Church

The Wyrmglaive Compact

- **Concept:** Relic-Bound Merchant-Knights
- **Skills:** Tradecraft, Artifact Handling
- **Frailty:** Addicted to wyrm-blood relics
- **Gear:** Carved bone tokens, glowing lockboxes
- **Goal:** Control the relic trade through diplomacy and sabotage
- **Motive:** Power through forgotten technologies

- **Nemesis:** Wandering relic hunters and the Adventurers Guild offshoots

The Briar Assembly

- **Concept:** Druidic Agitator
- **Skills:** Herbalism, Beast Speech
- **Frailty:** Hunted by both nobles and witches
- **Gear:** Briarthorn staff, root-scribed scrolls
- **Goal:** Rewild Aldorath and tear down the blood-fueled empires
- **Motive:** Revenge for the old forest massacres
- **Nemesis:** The Noble Houses who scorched the wilds for expansion

The Vault of Echoes

- **Concept:** Lorekeeper of the Deep Archive
- **Skills:** Memory Binding, Lost Languages
- **Frailty:** Bound by secrecy
- **Gear:** Whisperstones, veiled faceplate
- **Goal:** Preserve and censor the truths of Aldorath's past
- **Motive:** Knowledge is power — and silence is safety
- **Nemesis:** Any who seek to awaken buried truths, especially solo heroes

NPCs

King Vaelor the Thornbound

- **Concept:** Cursed Heir
- **Skills:** Command, Heraldry
- **Frailty:** Bound by blood-pact to an ancient oath
- **Gear:** Thorn-cracked crown, obsidian signet
- **Goal:** Unify the provinces before civil war erupts

- **Motive:** To redeem the broken legacy of his forebears
- **Nemesis:** The Thornless Pact — nobles who claim his bloodline is illegitimate

Magister Syrenth of the Umbral Synod

- **Concept:** Pale Archivist
- **Skills:** Forbidden Lore, Memory Extraction
- **Frailty:** Withers in sunlight
- **Gear:** Black veil, chained tome of echoes
- **Goal:** Seize control of all Wild Magic zones
- **Motive:** To unlock the true origin of magic — no matter the cost
- **Nemesis:** The Severed Circle, who exiled her after the Hollow Flame Incident

Sir Kaelen of the Hollow Flame

- **Concept:** Burnt Knight
- **Skills:** Bladecraft, Mysticism
- **Frailty:** Haunted by divine visions
- **Gear:** Ash-tempered blade, cracked saint's mask
- **Goal:** Recover the lost relic of Saint Variel
- **Motive:** Redemption for past sins in the last crusade
- **Nemesis:** The Crown, which outlawed his order and razed its monasteries

Vel Harrowglass

- **Concept:** Relic-Syndicate Broker
- **Skills:** Negotiation, Artifact Appraisal
- **Frailty:** Relies on wyrm-blood infusion to survive
- **Gear:** Gilded spine-brace, vial of wyrm ichor
- **Goal:** Corner the trade in pre-collapse artifacts

- **Motive:** Maintain power in the Wyrmglaive Compact
- **Nemesis:** Freelance treasure-hunters who reject the Compact's monopoly

Mother Talia of the Briar Assembly

- **Concept:** Forest Prophet
- **Skills:** Beast Command, Poisoncraft
- **Frailty:** Marked by an ancient curse — cannot enter stone dwellings
- **Gear:** Crown of antlers, living roots around her arms
- **Goal:** Collapse Aldorath's city-states and return the land to wild law
- **Motive:** Revenge for the burning of the Greywood
- **Nemesis:** The Noble Houses that still cull the wilds for lumber and fuel

Keeper Ysryn of the Vault of Echoes

- **Concept:** Oracle of the Lost Pages
- **Skills:** Ancient Tongues, Truth Concealment
- **Frailty:** Her memories are not her own
- **Gear:** Whisperstone ring, mask of silent iron
- **Goal:** Preserve dangerous truths without allowing their use
- **Motive:** Prevent Aldorath from repeating its buried history
- **Nemesis:** Any who dig too deep — especially lone adventurers

Monsters

Elder Wurm

- **Concept:** Ancient Dragon of the First Age
- **Skills:** Flame torrent, Winged flight

- **Frailty:** Vulnerable to cold-forged weapons and ancient binding rites
- **Gear:** Crystal-plated scales, hoard of relic-gold and cursed crowns
- **Goal:** Guard its lair and slumbering clutch
- **Motive:** To endure, outlast, and rule forgotten skyholds
- **Nemesis:** Skyship raiders, relic-hunters, and rebellious wyrmlings

Bloodfang Orc

- **Concept:** Warlord of the Blasted Steppes
- **Skills:** Axe mastery, Battle frenzy
- **Frailty:** Superstitious dread of divine symbols
- **Gear:** Crude iron armor, twin war axes, totem of bone
- **Goal:** Lead raids into the fertile provinces of Aldorath
- **Motive:** Conquest to feed the clans and shatter noble lines
- **Nemesis:** Border paladins, mercenary guilds, and river-fort militias

Feral Goblin

- **Concept:** Relic-Scavenger and Saboteur
- **Skills:** Guerilla tactics, Trapcraft
- **Frailty:** Startled by sudden brightness or loud sound
- **Gear:** Bone darts, trap kits, stolen scraps
- **Goal:** Pillage ruins and caravans undetected
- **Motive:** Survival in numbers, mischief as instinct
- **Nemesis:** Town watch, traveling clerics, lightbearers

Blight-Risen

- **Concept:** Contagious Undead Husk
- **Skills:** Undying body, Plague bite

- **Frailty:** Fire, consecrated ground
- **Gear:** Rotting flesh, plague stench
- **Goal:** Spread the necrotic blight or serve a necromancer
- **Motive:** Hunger, or compelled service
- **Nemesis:** Flamebearers, gravekeepers, warded shrines

The Stone-Eyed Matron

- **Concept:** Isolated Gorgon Priestess
- **Skills:** Petrifying gaze, Serpentine agility
- **Frailty:** Mirrors, direct sunlight
- **Gear:** Snake hair, obsidian bracelets, garden of statues
- **Goal:** To build a sanctuary of stone and silence
- **Motive:** To be revered, left in peace, and eternally feared
- **Nemesis:** Curse-breakers, mirror-knights, temple inquisitors

Pale Wraith

- **Concept:** Soul-Eater of the Forgotten Crypts
- **Skills:** Phasing, Vital drain
- **Frailty:** Radiant energy, sacred sigils
- **Gear:** Shroud of memory, death-chill aura
- **Goal:** To devour the warmth of the living
- **Motive:** Hunger eternal or the will of its summoner
- **Nemesis:** Holy relic bearers, lightcasters, dawnblades

Locations

Eldrida (The Thorn-Crowned Capital)

- The jewel of Aldorath, where spires and domes rise behind fortified walls. Home to the **Crown of Thorns**, the **Severed Circle**, and the last remaining Temple of the Hollow Flame. Its streets are crowded with masked envoys, relic smugglers, and whispering spies.
- Beneath its surface lie catacombs older than the kingdom, sealed and forgotten by decree.
- Possible encounters: **King Vaelor**, **Keeper Ysryn**, **Magister Syrenth in disguise**, agents of the **Vault of Echoes**

The Dragon's Spire

- A scorched peak wreathed in stormclouds. The lair of an **Elder Wurm**, its hoard buried in molten stone and bone. Fabled as one of the Seven Watchers who once ruled the skies in the First Age.
- Few reach the peak — fewer return.
- Possible encounters: The **Elder Wurm**, relic-thirsty knights of the **Wurm glaive Compact**, cursed echoes of past challengers

The Forest of Shadowroot

- Twisted trees, half-alive, grow over ruined altars and moss-cloaked idols. Here, the **Briar Assembly** whispers to beasts and root-spirits. The deeper paths shift, and time itself feels wrong beneath the canopy.
- Many believe the forest watches intruders. Some say it remembers.
- Possible encounters: **Mother Talia**, **Medusa**, **Pale Wraith**, roaming goblins, lost pilgrims

Blackwood Hollow

- Not a castle, but a **cracked and brooding manor** perched over a sinkhole. Lord Blackwood is long dead, but **his bloodline was never ended** — and his spirit may yet speak.
- The Hollow is both a haunted estate and a political ruin.
- Possible encounters: **Descendants of the Blackwood Pact, Wraiths**, secret cults of the **Thornless Pact**

The Severed Circle (College of Wizards)

- Once the great tower of the unified College, now fractured into rival arcane halls. Forbidden sections are chained shut, while magical constructs patrol the old vaults.
- The **Umbral Synod** was exiled from here — but some say their agents remain.
- Possible encounters: **Archmage Alaric’s successor**, ambitious students, secretive keepers of the **Vault of Echoes**

The Vaulted Ruins of Rhygir

- Deep in the earth, overgrown and collapsed, lie the remnants of the **pre-collapse civilization** that once ruled Aldorath. Wards still flicker, though the architects are long dead.
- It’s said even the **Vault of Echoes** fears what lies at its core.
- Possible encounters: **Orc warbands, Blight-Risen**, relic guardians, **Vel Harrowglass’s agents**, traps that whisper

Adventure Seeds

D66	Adventure
11	Steal a wyrm-blood relic from the Elder Wyrms’ hoard before agents of the Wyrmglaive Compact arrive.

D66	Adventure
12	Investigate the village of Embermere, where townsfolk awaken covered in moss — and speak in tongues.
13	A child claiming to be the missing heir of the Hollow Flame seeks shelter. Are they prophecy or pawn?
14	Explore a submerged ruin that surfaced after a quake. Locals say the dead whisper through its walls.
15	Assist King Vaelor in suppressing a secret court of nobles meeting beneath the ruined west chapel.
16	A warband of orcs has taken over a fallen temple. The Briar Assembly offers help — for a price.
21	Mother Talia offers to cleanse a cursed grove if you recover a relic lost in the Forest of Shadowroot.
22	Magister Syrenth's agents seek an unregistered caster — it's your mentor. Do you turn them in?
23	The Vault of Echoes sends you to retrieve a page torn from a memory-bound tome... currently in a Wraith's lair.
24	A rift opens in Eldrida's catacombs. The Severed Circle is silent. The Synod is not.
25	Scout a ruined fortress where the stars never shine. A pale light glows in the vault beneath.

D66	Adventure
26	Vel Harrowglass offers coin to sabotage a rival's caravan. But the cargo breathes.
31	A dream repeats: a sealed door, a voice calling from beneath. The Briar Assembly warns you not to answer.
32	You're offered a mask of office by a secret society. But it won't come off once worn.
33	The dragon's lair is rumored empty. A brave few enter. Only their laughter echoes out.
34	A hamlet swears they're watched at night by statues that move. One statue is missing its face.
35	A child in Blackwood Hollow draws glyphs they shouldn't know. The walls whisper when no one's near.
36	In a glade hidden by mist, you find a sword growing from a tree. It calls your name.
41	A page from the royal annals is missing. Its absence warps memory — yours included.
42	A caravan went missing near the Briar border. The trail ends at a place marked only by bones.
43	A ghost begs you to take its place before dawn. You have until midnight to find its killer.
44	A noble asks for protection from an assassin. But you recognize her crest from a vision of blood.

D66	Adventure
45	Explore the manor once held by the Last Blackwood. The doors shut behind you. The tapestries blink.
46	A young knight requests your aid in burying his shame. The location? His old adventuring party.
51	A sealed vault in the Severed Circle is opening. You're not the only one with a matching key.
52	A series of murders mimics forgotten rituals. The last victim was buried with a false name.
53	A merchant caravan hires you as protection — but each stop seems staged for ambush.
54	A tomb glows faintly at dusk. It is older than the kingdom. The name inside matches your own.
55	A village reports rising dead — but none have died recently. They claim the corpses are strangers.
56	A lich offers immortality... if you bring it one memory it cannot recall.
61	A cult worships the statue of a weeping god. It weeps blood when you're near.
62	A disgraced mage offers you their mind — literally — to hide from the Synod. Will you carry them?

D66	Adventure
63	A vampire haunts the court of Eldrida, feeding only on nobles. You must find them before the wrong heir dies.
64	Trolls emerge from beneath the old silver mine, seeking not gold — but names.
65	A cursed ring binds its bearer to the last person they lie to. You've just accepted it.
66	The Forest of Shadowroot steals voices. To speak again, you must answer its question — whispered in your sleep.