

LONER: DUNGEONEER

Version: 3

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Loner: Dungeoneer

Loner: Dungeoneer is a solo tabletop RPG adventure set in ancient, forgotten dungeons filled with peril and untold riches.

This minimalist Solo Role Playing Game is designed to be a system-light, exploration-focused experience that emphasizes tactical navigation, resource management, and emergent storytelling driven by oracles.

Introduction

Loner: Dungeoneer follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, **Loner: Dungeoneer** throws you headfirst into the depths of forgotten dungeons. Your character will be defined by thematic tags, such as “*Expert Trapspringer*” or “*Relentless Scout*.”

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play *Loner: Dungeoneer* you will need: - **4 six sided dice** (also known as d6s): two pairs of different colors - **Paper and writing tools**: at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition - **Character sheet**: you may use the provided sheet at the back or a simple index card. - **Notebook**: *Loner: Dungeoneer* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of your game if you feel the need!

Characters

[Brief introductory text flavored with the setting genre]

Everything is a Character!

In *Loner: Dungeoneer* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too!

Your Protagonist is described by some fixed traits:

- **Name**: The name should be iconic and consistent with the tone and setting of the story.
- **Concept**: A concise description of the character’s profession, background, and abilities. The best are adjective-name pairings, like “*Venturous Smuggler*” or “*Child Prodigy*”.
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. “*Smart*” is not a skill, “*Engine Whisperer*” is.
- **Frailty**: Something that could potentially get in the way of the character, either physically, mentally, or socially.

- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal**: The long-term objective.
- **Motive**: What drives the pursuit of the goal.
- **Nemesis**: A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult
- **Luck**: The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.
- **Mana**: Represent the magic capacity of the characters. Mana starts and caps at 10.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

Character Traits

Concepts

	1	2	3	4	5	6
1	Relic Hunter	Lost Scout	Dun-geon Scholar	CavernTrapspringeNomad		Shadow Seeker
2	For-saken Knight	Arcane Car-togra-pher	Ruin Vault Stalker	Breaker	Silent Wan-derer	Beast Whis-perer
3	Wan-dering Scribe	Fallen Noble	Cursed Explorer	Exiled Scout	Depth Walker	Relic Purifier
4	Stone Speaker	Ob-sidian Thief	Rune Carver	Light-bearer	For-gotten Hero	Grave Robber
5	Torch War-den	Lore-keeper	Gloom Warden	Runebound Mage	Shadow Delver	Whis-pering Soul
6	Iron-bound Scout	Tomb Raider	Chasm Leaper	Map Weaver	Trap Dis-abler	Ancient Seeker

Skills

	1	2	3	4	5	6
1	Keen Ob-server	Quick Reflexes	Silent Step	Puzzle Solver	Trap Dis-armer	Torch Han-dler

	1	2	3	4	5	6
2	Ancient De-coder	Path Finder	Stone Reader	Cartography	Beast Tracker	Rope Master
3	Relic Identifier	Treasure Sniffer	Light Bringer	Shadow Blending	Tunnel Scout	Lever Finder
4	Climber	Echo Listener	Map Forger	Mechanism Reader	Whisper Reader	Dust Survivor
5	Vault Un-locker	Focused Delver	Breath Holder	Trap Spotter	Rune Decipherer	Quick Thinker
6	Supply Tracker	Quiet Listener	Lore-keeper	Sturdy Climber	Direction Sense	Rune Bounder

Frailties

	1	2	3	4	5	6
1	Weak Grip	Torch Dependent	Fear of Heights	Claustrophobic	Haunted Mind	Short Tempered
2	Echo Phobia	Distracted	Worn Equipment	Slow Recovery	Over-Curiosity	Persistent Cold
3	Curse-Bound	Superstitious	Obsession Driven	Mis-trustful	Faint-hearted	Undomined

	1	2	3	4	5	6
4	Fragile Bones	Old Injuries	Weak Ankles	Light Sensitive	Paranoid	Stiff Muscles
5	Low Stamina	Slow Reflexes	Hasty Decisions	No Sense of Direction	Overconfident	Deep Fear
6	Unsteady Hands	Persistent Nightmares	Shaky Grip	Ghostly Hallucinations	Fear of Darkness	Shivering Cold

Gear

	1	2	3	4	5	6
1	Torch	Healing Herbs	Silent Oil	Rope Bundle	Grappling Hook	Rune Compass
2	Rations	Rusted Blade	Enchanted Glowstone	Canteen (Water Supply)	Lockpicks	Flint and Steel
3	Lantern	Bone Carvings	Sturdy Boots	Magic Chalk	Mirror (Polished Metal)	Explorer's Cloak
4	Warding Charms	Lantern with Spare Oil	Pitons and Hammer	Bandages	Beast Trap	Weighted Net

	1	2	3	4	5	6
5	Iron Spikes	Crystal Lens Case	Map (Empty)	Spell-book Fragment	Ancient Map Fragment	Chalk Sticks
6	Climbing Gear	Flint and Steel	Healing Herbs	Rusted Blade	Rope Bundle	Silent Oil

Names

Female Names

	1	2	3	4	5	6
1	Elara	Miren	Kaela	Solis	Yvanna	Dorrian
2	Thalia	Irina	Nerys	Caris	Sylvie	Enwen
3	Leora	Vanya	Aris	Thea	Kaeris	Lorin
4	Selene	Alara	Evina	Morwen	Lilith	Brina
5	Aeris	Rhea	Valla	Taryn	Erynn	Nessa
6	Fenna	Myra	Drina	Illa	Seris	Brenna

Male Names

	1	2	3	4	5	6
1	Kieran	Alric	Sorin	Toren	Malrik	Evron
2	Riven	Doran	Balen	Faelan	Corwin	Varek
3	Erynd	Halric	Kael	Therin	Volen	Draven
4	Morric	Varis	Talric	Sten	Brael	Oryn
5	Rurik	Lorian	Eran	Varnak	Theros	Cyric
6	Soren	Brynn	Valen	Erren	Oren	Padrik

Surnames

	1	2	3	4	5	6
1	Duskbane	Hollow-step	Light-forge	Shadowveil	Grey-stone	Wraith-fall
2	Windthorn	Iron-shade	Bright-more	Raven-moor	Fire-brand	Ashen-wood
3	Cold-glen	Stone-hollow	Iron-spike	Moon-glow	Daggerfall	Redthorn
4	Grim-rock	Night-stone	Win-drake	Hollow-forge	Wraith-wood	Frost-helm
5	Stonereach	Thorn-blade	Shadow-crest	Greythorn	Ember-holt	Deep-well
6	Duskhol-low	Black-branch	Hollowmere	Dark-moor	Silver-Storm	Watch-helm

Nicknames

	1	2	3	4	5	6
1	The Silent	Stone-foot	Shadow-blade	Quick-fang	Deep-walker	Light-bearer
2	Swiftfinger	Blood-rune	Hollow-eye	Lost One	Dark-stalker	Ghost-step
3	Skull-carver	Spell-bound	Rune-chaser	Ash-born	Veil-walker	Tomb-whisper
4	Relicbane	Light-step	Wraith-call	Mist-seeker	Dagger-hand	Whisper-fang

1	2	3	4	5	6
5 Gravefinder	Vault Rat	Shroud	Frost-burn	Ironjaw	Lore-warden
6 Tombrat	Night-caller	Flicker	Rust-eye	Coldshadow	Lifebringer

Rules

Loner: Dungeoneer is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *Loner: Dungeoneer* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Loner: Dungeoneer* at each scene: 1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world? 2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage. 3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**: - If the Chance Die is highest, the answer is **Yes**. - If the Risk Die is highest, the answer is **No**. - If both are low (3 or less), add a **but...** - If both are high (4 or more), add an **and...** - If both are equal, the answer is **Yes, and...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both < 4	Yes, but...	No, but...
Both > 3	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as

contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context: 1. Ask a single closed question. The Oracle’s answer determines the outcome of the conflict. 2. Ask a series of closed questions to resolve current single actions. 3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1

An- swer	Do you get what you want?	Harm
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

Risk and Reward

In *Loner: Dungeoneer*, progression emerges organically through discovery, exploration, and overcoming challenges. Advancement rewards the Protagonist for skillful navigation, resourceful survival, and uncovering dungeon secrets—not just combat. Treasure, skills, and abilities enhance the story, offering powerful boons but always at a cost.

Advancement Through Discovery

Advancement focuses on **qualitative progression** rather than abstract numerical levels. Characters grow through their experiences and the narrative they build.

How Advancement Works

After a significant discovery, achievement, or expedition, you may:

1. Add a **new tag** to your character (Skill, Gear, or Frailty).
2. Modify an existing tag to reflect improvement or new context.

Triggering Advancement:

Ask the Oracle after notable events or achievements:

- Discovering a hidden dungeon level or ancient chamber.
- Solving a major puzzle or disarming a deadly trap.
- Successfully navigating through extreme environmental hazards.
- Recovering significant treasure or artifacts.

Examples:

- “*Trap Disarmer*” evolves into “*Master Mechanist*.”
- Gain “*Runebound Compass*” after deciphering ancient maps.
- Add “*Lingering Fear*” after surviving a terrifying ambush.

Tag-Based Narrative Progression

Progression in *Loner: Dungeoneer* builds through the Protagonist’s evolving **tags**. The more tags a character gains, the more complex and tailored they become to the dungeon’s unique challenges.

- **New Tags:** Rewarded after key milestones to reflect growth. Examples include:
 - **Skills:** “*Silent Step*,” “*Trap Whisperer*,” “*Vault Breaker*.”
 - **Gear:** “*Enchanted Lantern*,” “*Rune-Marked Blade*,” “*Beast Traps*.”
 - **Frailties:** “*Haunted Dreams*,” “*Weak Grip*,” “*Paranoid Mind*.”
- **Modified Tags:** Update existing tags to reflect experience.
 - “*Torch Handler*” evolves to “*Efficient Lightbearer*”.
 - “*Stone Reader*” becomes “*Runestone Decipherer*.”

Tags drive the emergent narrative and tie character progression to the challenges overcome and stories created.

Skills and Abilities for Dungeon Exploration

Skills are not fixed traits; they emerge naturally as part of gameplay. The Protagonist gains or improves Skills tailored to dungeon delving.

Sample Exploration Skills:

Skill Tag	Effect
Silent Step	Avoids detection in dangerous areas.
Stone Reader	Deciphers hidden markings or architectural clues.
Trap Disarmer	Adds Advantage when disarming traps.
Rope Expert	Ensures safe climbing and crossing.
Map Forger	Creates detailed maps, preventing navigation loss.
Lorekeeper	Deciphers inscriptions, lore, and dungeon history.

Spellcasting

In *Loner: Dungeoneer*, magic is a powerful yet practical tool for survival, exploration, and overcoming threats. Spells are frequent and useful but require careful management of resources and attention to potential mishaps.

Casting a Spell

When you cast a spell:

- 1. Resolve the Action:** Follow the usual process for resolving actions in the game.
- 2. Consult the Oracle:** Roll to determine the outcome and interpret it as follows:

Oracle Result	Outcome
No, and...	The spell fails catastrophically—roll on the Mishap Table .
No	The spell fails and has no effect.
No, but...	The spell falters but creates a minor advantage (e.g., partial effect).
Yes, but...	The spell works, but with a minor drawback or complication.
Yes	The spell works as intended.
Yes, and...	The spell works spectacularly, creating an additional advantage.

Mana and Spell Costs

Casting spells consumes Mana, a representation of the caster’s magical stamina and resilience.

Spell Type	Luck Cost
Minor Spells	1 Mana
Standard Spells	2 Mana
High-Power Spells	3 Mana

Mana Recovery:

- **Short Rest:** Recover **1d3 Mana** during a brief rest (10-30 minutes) in a safe or quiet location.
- **Long Rest:** Recover **all Mana** after a full rest (8 hours) in a secure environment.
- **After Conflict:** Restore **1 Mana** as a reward for overcoming significant obstacles, like combat or traps.

Mishap Table

When a spell fails catastrophically (**No, and...**), roll 1d6 on the **Mishap Table**:

Roll (1d6)	Mishap
1	The magic backfires—lose 1 additional Mana or suffer a small setback.
2	Unintended effects occur (e.g., harmless sparks, noise, or illusions).
3	The target resists the spell and becomes aware of the caster’s presence.
4	The spell drains energy—lose 1 extra Mana beyond its normal cost.
5	The spell damages the environment (e.g., cracks walls, extinguishes light).
6	The caster’s focus flickers—spellcasting is hindered for 1 Scene .

Ritual Casting

Some spells, especially those requiring precision or significant time, can be cast as **Rituals**. Ritual casting removes the Mana cost but requires:

- **10 minutes of uninterrupted focus.**
- **Special materials or a narrative component** (e.g., a magic circle, rare herbs).

Ritual casting is ideal for spells like *Arcane Lock*, *Scrying Eye*, or *Summon Mount* during exploration.

Spell Range Scale

The range of spells is flexible and narrative-driven:

- **Touch:** Requires physical contact with the target.
- **Close:** A few steps away, within a small room or immediate vicinity (10-20 feet).
- **Medium:** A moderate distance, such as across a large hall or clearing (30-60 feet).
- **Long:** Spans a great distance, such as across a battlefield or large cavern (100+ feet).
- **Unlimited:** Requires a magical connection, ritual, or special focus.

Example of Spellcasting in Play

Situation: The caster wants to cast *Firebolt* (Medium Range, 2 Mana) at an approaching ogre.

1. **Action Resolution:** The player rolls the Oracle to determine the outcome.
 - **Yes:** The spell hits as intended.
 - **Yes, but...:** The ogre takes damage, but something nearby catches fire.
 - **No, but...:** The fire misses, but the ogre is distracted by the flames.
 - **No:** The spell fizzles harmlessly.
 - **No, and...:** Roll on the **Mishap Table**—the caster loses an extra Mana point.
2. **Mana Management:** The player reduces their Mana pool by 2.
3. **Recovery:** After the encounter, the caster rests and regains 1 Mana.

Spells List

Name	Range	Duration	Effect	Cost
Fire-bolt	Medium	Instant	Launches a bolt of fire, dealing damage.	2 Mana
Healing Touch	Touch	Instant	Heals minor wounds or removes a condition.	3 Mana
Shadow Cloak	Self	1 Scene	Surrounds you in shadows, making stealth easier.	2 Mana
Levitate	Medium	10 minutes	Makes small objects or beings float weightlessly.	2 Mana
Magic Shield	Self	1 Scene	Reduces incoming harm or negates one hit.	2 Mana
Illusory Form	Self	1 Scene	Creates a false image of yourself or another.	2 Mana
Flame Burst	Close	Instant	Creates a fiery explosion, damaging all in range.	4 Mana
Wind Step	Self	Instant	Moves you quickly in any direction (up to Medium range).	2 Mana
Earth Bind	Close	1 Scene	Roots a creature or object in place with earthen tendrils.	2 Mana
Lightning Arc	Long	Instant	Hurls a bolt of lightning, chaining to multiple targets.	5 Mana

Name	Range	Du- ra- tion	Effect	Cost
Dispel Magic	Medium	Instant	Ends any ongoing spell effect.	3 Mana
Charm Person	Close	1 Scene	Makes someone see you as friendly.	3 Mana
Freeze	Close	Instant	Freezes water or a target temporarily.	2 Mana
Invisibility	Self	1 Scene	Turns you invisible for a short time.	4 Mana
Summon Familiar	Self	1 Day	Summons a minor magical creature to assist you.	2 Mana
Entangle	Close	1 Scene	Vines or tendrils trap creatures within range.	3 Mana
Flare	Long	Instant	A bright light blinds enemies temporarily.	2 Mana
Mirror Image	Self	1 Scene	Creates illusory duplicates to confuse attackers.	3 Mana
Teleport	Medium	Instant	Teleports you to a nearby visible location.	3 Mana
Fire Wall	Close	1 Scene	Creates a wall of fire, damaging those passing through.	4 Mana
Slow Time	Self	1 Round	Perceive and act faster than normal.	4 Mana
Mend	Touch	Instant	Repairs a broken object or minor wound.	2 Mana

Name	Range	Du- ra- tion	Effect	Cost
Night Vision	Self	1 Scene	Grants perfect vision in darkness.	1 Mana
Detect Magic	Self	1 Scene	Sense magic and enchanted objects nearby.	2 Mana
Iron Skin	Self	1 Scene	Temporarily hardens your skin, reducing harm.	3 Mana
Confuse	Medium	1 Scene	Confuses and misdirects an enemy's actions.	3 Mana
Summon Weapon	Self	1 Scene	Creates a magical weapon of your choice.	2 Mana
Water Breathing	Self	1 Hour	Allows you to breathe underwater.	2 Mana
Force Push	Close	Instant	Knocks back creatures or objects with telekinetic force.	2 Mana
Gust of Wind	Long	Instant	Creates a strong gust to knock down enemies or clear hazards.	2 Mana
Create Flame	Touch	1 Scene	Produces a small flame for light or simple burning.	1 Mana
Barrier	Close	1 Scene	Creates a force barrier that blocks attacks.	3 Mana
Poison Dart	Medium	Instant	Fires a venomous dart, dealing ongoing harm.	3 Mana
Detect Traps	Self	Instant	Sense traps or hidden mechanisms nearby.	1 Mana

Name	Range	Duration	Effect	Cost
Feather Fall	Self/Target	Instant	Slows falling to prevent harm.	2 Mana
Arcane Lock	Touch	1 Day	Magically locks a door or container.	3 Mana
Blinding Strike	Touch	Instant	Strikes with magic, blinding or dazzling the enemy.	3 Mana
Summon Fog	Medium	1 Scene	Fills the area with thick fog, obscuring vision.	2 Mana
Echo Shout	Close	Instant	Unleashes a concussive shout that stuns creatures.	3 Mana
Curse	Close	1 Scene	Places a negative effect or condition on a target.	4 Mana
Command	Close	1 Round	Forces a target to obey a single, simple command.	3 Mana
Magic Lantern	Touch	1 Hour	Creates a floating, glowing orb of light.	1 Mana
Summon Mount	Self	1 Day	Summons a spectral mount to aid in travel.	2 Mana
Scrying Eye	Unlimited	10 Minutes	Observes a distant location or person through a magical vision.	4 Mana

Name	Range	Duration	Effect	Cost
Haste	Touch	1 Round	Doubles a target's speed temporarily.	3 Mana
Lightning Blade	Self	1 Scene	Forms a crackling blade of energy that deals enhanced damage.	4 Mana

Exploration

Exploration in *Loner: Dungeoneer* is the heart of the game. Dungeons are procedurally generated, filled with hazards, rewards, and opportunities for emergent narrative. Careful navigation, resource management, and endurance are key to surviving and thriving in these depths.

1. Mapping and Navigation

- **Mapping the Dungeon:** As you explore, sketch your map as a grid-based layout or flowchart. Each new room, corridor, or landmark can be generated using a combination of **Oracle rolls** and tags. Use a single **Navigation Check** to determine how successfully you map and orient yourself:

Navigation Check

Ask the Oracle as usual, then consult the following answer:

- **Yes:** You map the area accurately and find a key feature.
- **No:** You lose track of your bearings or miss something crucial (roll for a complication).
- **Yes, but...:** You map successfully, but at a cost (e.g., fatigue, spent supplies).
- **No, but...:** You don't map accurately, but you stumble upon something unexpected (e.g., a hidden passage, clue, or shortcut).

- **Yes, and...:** You map perfectly and discover a major boon (e.g., a hidden treasure, a clear shortcut, or a safe resting place).
- **No, and...:** You get hopelessly lost, wasting valuable time and resources, and trigger a hazard (e.g., a trap, enemy encounter, or environmental danger).
- **Tagging Rooms:** Each room or corridor is assigned a descriptive **tag** using the Oracle or a random table. Examples include:
“Collapsed Ceiling,” “Blood-Stained Statues,” “Echoing Chamber,” or *“Ancient Rune Circle.”*
 Tags inform further rolls or environmental interactions.

2. Light and Supplies Management

In the dark dungeons, light is life. Supplies determine how long you can stay underground before being forced to retreat. Track these as **tags** that can be consumed or depleted.

Light Sources

Each light source is a **Gear tag** and has a finite duration. Examples:

- **Torch:** Burns for 1 Scene.
- **Lantern:** Burns for 2 Scenes but uses oil.
- **Glowstone:** Permanent but weak light (reduces visibility).

Light Mechanics: At the start of each Scene, check your light source. If a light expires, mark it off and roll to determine if you encounter something unexpected in the darkness.

Supplies and Inventory

Your supplies include rations, rope, tools, and other consumables. Each piece of consumable Gear is a tag (e.g., *“Rope Bundle,” “Rations,” “Oil Flask”*).

- **Ration Check:** After every 3 Scenes or whenever Fatigue sets in, consume 1 Ration tag.
- **Inventory Limits:** Carrying capacity is limited to 6 Gear tags. Excess gear causes **Encumbrance** (disadvantage on rolls involving physical actions).

3. Exploration Fatigue and Stress

Extended delves into dungeons push explorers to their limits. Fatigue and stress reflect the toll of danger, darkness, and physical effort.

Fatigue System

Whenever the following events occur, roll 1d6. On a 1-3, mark a **Fatigue Tag**:

- After 6 Scenes without rest.
- When failing a Navigation or Survival check.
- After strenuous physical activity (climbing, running, etc.).

Fatigue Tags: *“Weary,” “Sore Muscles,” “Mind Numbed,” or “Parched.”*

- Each Fatigue tag imposes disadvantage on a related action.
- **Resting** removes 1 Fatigue tag but consumes 1 Ration and requires a quiet, safe place.

Stress and Mental Strain

Stress accumulates during tense or traumatic moments (traps sprung, enemies revealed, supplies lost).

- After a failed Conflict, add a **Stress Tag** like *“Frayed Nerves”* or *“Shaken Resolve.”*
- Stress impacts decision-making. Each Stress Tag reduces Luck by 1 (temporarily).

Resting to Recover: Safe rest clears 1 Stress Tag.

4. Scene-Based Exploration Flow

Here’s how exploration works in structured Scenes:

- 1. **Enter a New Area:** Roll for the room’s tags and features using random tables or the Oracle.
- 2. **Navigation Check:** Roll to determine mapping success and encounters.
- 3. **Light Check:** Track light sources and roll for darkness complications if necessary.
- 4. **Resource Check:** Consume rations and track gear used.
- 5. **Fatigue and Stress:** Roll for possible consequences of extended exploration.
- 6. **Interact with the Environment:** Use tags to explore clues, traps, treasure, or events.

5. Complications Table

When navigation or light checks fail, roll for a complication:

D6	Complication
1	Trap activates (roll for type).
2	Ambush! An enemy lurks nearby.
3	Path blocked (rubble or chasm).
4	Supplies lost or damaged.
5	You hear ominous sounds ahead.
6	Environmental hazard (flood, gas).

Dungeon Generator

The Dungeon Generator is the toolset you use to create the ever-shifting, unpredictable labyrinths of *Loner: Dungeoneer*. It combines random rolls, tags, and oracle results to generate rooms, corridors, and encounters, ensuring no two expeditions are the same.

1. Room and Corridor Generation

To generate a dungeon room or corridor, follow these steps:

A. Room Type

Roll 2d6 to determine the general type of room or corridor.

2D6	Room Type
2	Small chamber with debris.
3	Long corridor, cracked walls.
4	Grand hall with high ceilings.
5	Narrow hallway with alcoves.
6	Empty room, dust-filled.
7	Functional room (e.g., forge, library, vault).
8	Trapped room (mechanism, gas, pitfall).
9	Large chamber with columns/statues.
10	Natural cave or underground pool.
11	Shrine or ritual space.
12	Boss chamber or special location.

B. Room Features

Each room contains **tags** that describe its features. Roll 2d6 on the following table or consult the Oracle for inspiration.

2D6	Feature Tag
2	Bloodstains on the floor.
3	Broken statues or murals.
4	Hidden alcove with a faint glow.
5	Ceiling cracks, rubble below.
6	Ancient runes etched on the walls.
7	Dust-covered furniture or crates.

2D6	Feature Tag
8	Strange sounds echo faintly.
9	Pools of water (or unknown liquid).
10	Stale, suffocating air.
11	A door barred or locked shut.
12	Evidence of recent activity (footprints, ash).

Combine **Room Type** and **Feature Tags** to describe the space. Example: *“A Grand Hall (6) with Broken Statues (3) scattered across its floor.”*

C. Exits and Connections

Determine how many exits lead from the room:

- Roll 1d6:
- **1-2**: 1 exit (dead end or single passage).
- **3-4**: 2 exits (split paths).
- **5-6**: 3 exits (multiple routes).

Corridors may loop back, connect to previous rooms, or lead to new ones. If unsure, ask the Oracle:

- *“Does this corridor connect back to the mapped dungeon?”*

2. Dynamic Encounter Tables

Dynamic encounter tables ensure variety in what you face as you explore. Encounters include monsters, traps, and environmental events, influenced by the dungeon’s **conditions** (tags).

A. Encounter Frequency

Roll for an encounter whenever:

1. You enter a new room.

- 2. The Oracle answers “No, and...” on navigation rolls.
- 3. Light expires in a dangerous room.

Encounter Check

Roll 1d6:

- **1-2:** No encounter.
- **3-6:** Roll for encounter.

B. Encounter Type

Roll 2d6 to determine what you face:

2D6	Encounter Type
2	Environmental hazard (e.g., cave-in, flooding).
3	Minor trap (pressure plate, dart).
4	Small creature (rats, insects).
5	Ambush (stealthy foe).
6	Hidden treasure (valuable but risky).
7	Neutral presence (e.g., another adventurer, ghost).
8	Puzzle or locked mechanism.
9	Hostile monster (moderate strength).
10	Major trap (collapsing floor, gas).
11	Monster lair (significant danger).
12	Dungeon Boss (strongest threat).

3. Populating Rooms with Monsters, Traps, and Treasure

When you roll an encounter, follow these mechanics to populate the room:

A. Monsters

Monsters are defined by simple **tags**. Use the Oracle to generate traits, abilities, and weaknesses. Examples:

- **Concepts:** “*Shadow Lurker*,” “*Stone Golem*,” “*Ravenous*

Swarm."

- **Skills:** *"Ambusher," "Heavy Strikes," "Unrelenting."*
- **Frailties:** *"Light Sensitive," "Slow," "Weak to Fire."*

B. Traps

Traps are deadly challenges in rooms or corridors. Generate traps using tags:

- **Trigger:** *"Pressure Plate," "Magic Sigil," "Hidden Lever."*
- **Effect:** *"Falling Spikes," "Poison Dart," "Gas Cloud."*

C. Treasure

Treasure rewards are tagged items or valuable objects:

- **Minor Treasure:** *"Jeweled Trinket," "Ancient Coins," "Runed Dagger."*
- **Major Treasure:** *"Cursed Relic," "Enchanted Weapon," "Map Fragment."*

Treasure Check: Roll 2d6 to determine treasure value:

- **2-5:** Minor Treasure.
- **6-9:** Useful Gear or gold.
- **10-12:** Major Treasure (rare and valuable, may have risks).

D. Puzzles

You can solve puzzles with the following procedure:

1. Describe the Protagonist's actions and reasoning based on the puzzle description.
2. **Ask the Oracle:** *"Do I solve the puzzle or mechanism?"*
 - **Yes:** The puzzle unlocks, and the path or treasure is revealed.
 - **Yes, but...:** It works, but triggers a minor complication (noise, stress, trap).
 - **No:** The mechanism remains unsolved or jammed.
 - **No, but...:** A clue is revealed, or partial progress is made.

- **Yes, and...:** Success, with a bonus (e.g., treasure, short-cut).
- **No, and...:** The puzzle triggers a hazard, trap, or attracts attention.

D. Exploring a Monster Lair

Entering a **Monster Lair** is always high-risk but may lead to significant rewards. Follow these steps to manage the danger:

1. **Lair Tags:** Each lair includes environmental tags like *“Webbed Entrances,” “Foul Stench,”* or *“Unstable Ground”* that complicate exploration.
2. **Encountering the Monster:**
 - Ask the Oracle: *“Do I avoid the lair’s guardian?”* or *“Do I locate its treasure unnoticed?”*
 - Interpret the Oracle:
 - **Yes:** You succeed and progress cautiously.
 - **Yes, but...:** You attract partial attention or suffer stress.
 - **No:** The monster detects you—prepare for conflict.
 - **No, and...:** The monster attacks with full force, escalating danger.
3. **Risk and Reward:** Lairs often contain **Major Treasure** or lore-revealing clues. However, they are guarded fiercely. The Oracle may dictate when the guardian returns or whether environmental hazards hinder escape.

E. Facing the Dungeon Boss

Dungeon Bosses are significant, narrative-defining encounters that test the Protagonist’s skills, resources, and decisions.

Steps to Handle a Boss Encounter:

1. Preparation:

Before engaging, assess your resources, gear, and Luck. You may ask the Oracle:

- *“Do I spot the boss before it notices me?”*
- *“Is there a clue to the boss’s weakness here?”*

2. The Boss Tags:

Each Boss is defined by powerful **tags** that describe its abilities and weaknesses. Example tags:

- **Skills:** *“Fire Breath,” “Ethereal Blade,” “Thorny Strikes.”*
- **Frailties:** *“Slow,” “Weak to Light,” “Arcane Vulnerability.”*

3. Resolve the Encounter:

Use a series of Oracle questions to determine the flow of the battle. Example questions:

- *“Do I exploit the boss’s weakness?”*
- *“Can I evade its devastating attack?”*
- *“Is there an environmental advantage I can use?”*

Oracle Results:

Result	Outcome
Yes	You land a decisive blow or gain a major advantage.
Yes, but...	Success, but at a cost (gear broken, Luck lost, or stress gained).
No	You fail to overcome the boss’s attack or defense.
No, but...	You fail, but discover a weakness or opportunity for next time.
Yes, and...	Success with a boon (e.g., treasure, escaping unharmed, or weakening the boss).
No, and...	The boss escalates the danger; Luck drops, gear breaks, or backup arrives.

The Rewards of Defeating a Boss

Defeating a Dungeon Boss should be monumental and come with significant rewards:

- **Major Treasure:** Unique artifacts, enchanted weapons, or legendary gear.
- **Lore Reveals:** Information about the dungeon, its creators, or a new quest.
- **Safe Passage:** Clearing the lair allows access to hidden areas or escape routes.

Example Boss Environmental Tags

- *“Roaring Flames,” “Echoing Roars,” “Dark Arcane Aura,” “Unstable Ground,” “Crumbling Walls.”*

4. Environmental Conditions

The dungeon changes dynamically as you explore. Assign **Environmental Tags** to influence rooms, encounters, and narrative tension.

Condition Tag	Effect on Exploration
<i>“Flooded Tunnels”</i>	Movement is slow; Fatigue rolls more likely.
<i>“Shifting Walls”</i>	Navigation rolls are harder.
<i>“Darkness Falls”</i>	Light burns faster; traps are harder to spot.
<i>“Crumbling Structure”</i>	Risk of cave-ins in each room.
<i>“Frozen Air”</i>	Increases Fatigue and Stress.
<i>“Whispering Shadows”</i>	Monsters are stealthier; stress builds faster.

Environmental Interaction

The dungeon itself is more than just a backdrop—it's a living, breathing challenge filled with mysteries, traps, and architectural secrets waiting to be uncovered. *Loner: Dungeoneer* provides tools for engaging with these environmental elements to reward exploration, creative thinking, and skillful problem-solving.

Interacting with the Environment

Every room, corridor, or cavern has environmental tags that describe its unique features. Players can interact with these tags to uncover secrets, overcome obstacles, or trigger unforeseen dangers.

Steps to Interact:

1. Identify the **tag** of interest (e.g., “*Rune-Carved Wall*,” “*Loose Stones*,” “*Suspicious Floor Panel*”).
2. Ask the Oracle a **closed question**: “*Do I uncover anything useful?*”
3. Interpret the Oracle's result, applying additional rules when necessary.

Oracle Interpretations:

- **Yes:** You interact successfully and gain a useful outcome (e.g., uncover a clue, trigger a mechanism, or reveal treasure).
- **Yes, but...:** You succeed, but a minor complication arises (e.g., fatigue, noise, or light consumption).
- **No:** You fail to interact meaningfully or understand the feature.
- **No, but...:** You fail, but gain a hint or partial insight.
- **Yes, and...:** You succeed spectacularly and uncover a hidden boon (e.g., a shortcut, treasure, or secret path).
- **No, and...:** You trigger a negative outcome (e.g., trap activation, monster awakening, or structural damage).

Deciphering Ancient Inscriptions

Dungeon walls and artifacts often contain **ancient inscriptions** that hint at hidden dangers, treasure, or the dungeon’s lore.

Steps to Decipher Inscriptions:

- 1. Use a skill-related tag (e.g., “Lorekeeper,” “Rune Reader”) to justify an attempt.
- 2. Ask the Oracle: “Can I decipher the inscription?”
- 3. Interpret the result:

Result	Outcome
Yes	You decipher the message fully; it provides a clear clue or safe route.
Yes, but...	You understand most of the message, but there’s a misleading or vague part.
No	The message remains indecipherable for now.
No, but...	You can decipher a fragment or keyword that gives a vague hint.
Yes, and...	You fully decipher the message and uncover a hidden bonus (e.g., treasure).
No, and...	The message is incomprehensible, and you trigger a complication (trap/curse).

Detecting and Disarming Traps

Traps are common hazards in dungeons and require both caution and skill to overcome. They come with **Trigger Tags** and **Effect Tags** that describe how they work.

Step 1: Detect the Trap

- **Clues:** Environmental tags like “Loose Tiles,” “Pressure Plate,” or “Narrow Slit in Wall” often hint at traps.

- **Detection Check:** Ask the Oracle, *“Do I detect a trap here?”*
 - **Yes:** You detect the trap and its trigger.
 - **No:** The trap remains hidden. Roll for consequences if you interact unknowingly.

Step 2: Disarm the Trap

Once a trap is detected, you may attempt to disarm it using appropriate tags like *“Trap Disarmer”*, *“Steady Hands”*, or gear like *“Lockpicks”*.

Disarm Check: Ask the Oracle, *“Can I disarm the trap safely?”*

- **Yes:** The trap is disarmed with no issue.
- **Yes, but...:** The trap is disarmed, but part of it activates (e.g., a small noise, minor damage).
- **No:** You fail to disarm the trap, but it remains intact.
- **No, but...:** You fail to disarm it, but you manage to partially neutralize its danger.
- **Yes, and...:** The trap is disarmed perfectly, and you discover something useful (e.g., spare parts, clues).
- **No, and...:** The trap triggers catastrophically (roll for the full trap effect).

Understanding Architectural Clues and Hidden Passages

The dungeon architecture often hides secrets: concealed doors, false walls, or passages leading to treasure or escape routes.

Step 1: Spot the Clue

Look for architectural tags like:

- *“Cracked Wall,” “Mismatched Stones,” “Dust-Free Floorboards,”* or *“Draught of Air.”*

Ask the Oracle: *“Do I spot a clue to a hidden passage?”*

- **Yes:** You find a clear clue that reveals the passage.

- **Yes, but...:** You spot the passage, but it takes effort to open or triggers a minor hazard.
- **No:** You find nothing suspicious.
- **No, but...:** You uncover something else instead (e.g., treasure, inscription).
- **Yes, and...:** You spot the passage and uncover a shortcut, treasure, or safe route.
- **No, and...:** You miss the passage and trigger an unrelated danger (e.g., a collapsing section).

Environmental Hazards

Dungeons are unpredictable places. Environmental hazards can arise from unstable architecture, water, gas, or magical anomalies.

Hazard Types:

- **Falling Debris:** Roll to dodge; failure causes harm or traps the player.
- **Flooding:** Forces movement restrictions; gear and supplies may be damaged.
- **Poisonous Gas:** Requires immediate action (e.g., leaving the room, blocking airflow).
- **Unstable Structures:** Any major action could trigger collapse (roll the Oracle for safety).
- **Arcane Anomalies:** Magical zones cause unpredictable effects (*"Gravity Shift," "Illusory Walls," "Maddening Whispers"*).

Handling Hazards: Use tags, tools, and the Oracle to determine outcomes. Players can ask:

- *"Can I escape the hazard in time?"*
- *"Do I find a safe route around this hazard?"*

Combining Environmental Elements

Rooms often combine multiple interactive elements (traps, inscriptions, hidden passages) to create layered challenges. Use the following process for dynamic interactions:

1. **Identify Tags:** Roll or assign tags for the environment (*“Cracked Wall,” “Rune Inscription,” “Loose Tiles”*).
2. **Oracle Questions:** Use targeted Oracle questions to uncover secrets and consequences.
3. **Dynamic Outcomes:** String results together narratively. For example:
 - *“You find a Cracked Wall with strange Runes etched on its surface. Do I decipher the runes?”*
 - If successful, *“The runes reveal a hidden lever. Can I open the passage safely?”*
 - Build tension with mixed Oracle answers like *“Yes, but...”* (e.g., the passage opens, but it triggers a trap).

Resource Management

In *Loner: Dungeoneer*, survival depends on careful resource management. Your character’s inventory is finite, tools wear out, and supplies dwindle as you delve deeper into the dungeon. Every decision — what to carry, when to use gear, and when to conserve—affects your success or failure.

Inventory System: Carrying Capacity

Your Protagonist can only carry a limited amount of gear, emphasizing hard choices about what is essential for survival. Gear is represented by **tags**, each taking up a **slot** in your inventory.

Inventory Limits

- Your Protagonist can carry up to **6 Gear Tags** at a time.

- Optional: Add **+2 slots** for a **Backpack** tag or similar equipment.

Examples of Gear Tags:

- *“Torch,” “Rope Bundle,” “Rations,” “Lockpicks,” “Healing Herbs,” “Oil Flask.”*

Encumbrance

If your inventory exceeds its limit, you become **Encumbered**:

- Add **Disadvantage** to all physical rolls (e.g., climbing, dodging).
- You must drop or use an item to regain normal movement.

Equipment Durability

Tools and gear can wear out or break over time, particularly in hazardous environments. Durability tracks how long an item remains functional before it is unusable.

Durability System

Each item has a **Durability Rating** represented as a series of marks (e.g.,    for 3 durability).

When using an item in risky situations or repeatedly, roll 1d6:

- **1-2**: The item’s durability decreases by 1.
- **3-6**: The item remains intact.

Example Gear Durability Ratings:

Item	Durability
Torch	 (1 use)
Rope Bundle	   (3 uses)
Lantern	  (2 uses, per oil flask)
Healing Herbs	 (1 use)
Lockpicks	  (2 uses)

Broken Gear: If an item runs out of durability, it becomes **Broken** and cannot be used unless repaired.

Repairs require appropriate tools, resources, or a safe location (ask the Oracle: *“Can I repair this item here?”*).

Managing Limited Resources

Light, food, and healing supplies are critical for dungeon survival. These resources deplete as you explore, and running out can trigger consequences like **Fatigue**, **Stress**, or hazards.

A. Light Sources

Light is essential for navigating dungeons and spotting traps, enemies, or clues. Without light, you risk falling into darkness.

Light Sources:

Light Source	Duration (Scenes)	Notes
Torch	1	Simple, short-lived light.
Lantern (Oil)	2	Bright but consumes oil.
Glowstone	Permanent	Weak, reduces visibility.

Using Light:

1. At the start of each **Scene**, mark off the current light source’s duration.
2. If the light expires, immediately ask the Oracle:
“Do I encounter danger in the darkness?”
 - **Yes:** A hazard (trap, enemy, or environmental peril) occurs.
 - **No:** You stumble but avoid disaster.
3. Without light, all rolls involving **sight** have **Disadvantage**.

Extinguishing Light: You may extinguish a light source early to conserve it.

B. Rations and Food

Rations represent food and water required to stave off **Fatigue** during exploration.

Ration Use:

- After every **3 Scenes** or during rest, consume 1 **Ration Tag**.
- Running out of rations causes **Hunger**:
- Add **Disadvantage** to all rolls until food is found or provided.
- After 6 Scenes without food, gain **Fatigue Tags** like “Weakened” or “Starving.”

C. Healing Supplies

Healing supplies allow you to recover from injuries, Stress, or Fatigue. These resources are finite and often consumed during rest or recovery scenes.

Healing Items:

Item	Effect
Healing Herbs	Removes 1 Fatigue Tag .
Bandages	Restores 1 Luck Point .
Potions	Fully heals minor injuries.

Using Healing:

- During a **Quiet Scene** or Rest, consume a **Healing Tag** to recover.
- Healing is player-facing—describe how you use the resource to justify its effect.

Resource Pressure and Emergencies

The dungeon environment is hostile, and managing dwindling supplies creates natural tension. Use the following events to create resource pressure:

- 1. **Unexpected Events:** Oracle answers like “No, and...” may trigger supply loss. Example: “Your lantern falls and breaks!”
- 2. **Environmental Challenges:** Floods, traps, or monsters may consume gear (e.g., burning torches, ripping ropes).
- 3. **Complications:** Failed skill rolls or navigation attempts may result in resource depletion.
- 4. **Rest Costs:** Every time you rest to remove Stress or Fatigue, consume **1 Ration** and reduce **light duration** by 1 Scene.

Oracle Prompt: “Do I find supplies or spare gear here?”

- If successful, roll on a small table to determine what you find.

Tracking Resources: Quick Reference

Use a **Resource Tracker** to monitor inventory, durability, and consumables. Example:

Gear	Durability	Notes
Rope Bundle	   (3)	Used for climbing/traps.
Torch	 (1)	Light for 1 Scene.
Healing Herbs	 (1)	Removes 1 Fatigue.
Rations	    (4)	1 Ration per 3 Scenes.
Lockpicks	  (2)	Opens locked doors/chests.

Gear	Durability	Notes
Lantern (Oil Flask)	  (2)	2 Scenes of bright light.

Bestiary

Small Creatures

Swarm of Rats

- **Concept:** Gnawing Vermin
- **Skills:** Overwhelm in Numbers, Gnaw Through Barriers
- **Frailty:** Scatters in Bright Light
- **Gear:** Diseased Bites, Foul Odor
- **Goal:** Consume all edible material
- **Motive:** Hunger
- **Nemesis:** Cats

Cave Spiders

- **Concept:** Venomous Ambushers
- **Skills:** Web Spinning, Silent Stalking
- **Frailty:** Fragile Exoskeleton
- **Gear:** Poisoned Fangs, Sticky Silk
- **Goal:** Trap prey for survival
- **Motive:** Survival Instinct
- **Nemesis:** Fire

Fire Beetles

- **Concept:** Glowing Scorchers
- **Skills:** Emit Light, Burst into Flames
- **Frailty:** Flammable Shell
- **Gear:** Luminescent Glands, Burning Mandibles
- **Goal:** Defend territory fiercely

- **Motive:** Protect the colony
- **Nemesis:** Water

Flesh Gnats

- **Concept:** Irritating Bloodsuckers
- **Skills:** Swarm Distraction, Draw Blood
- **Frailty:** Weak Against Wind
- **Gear:** Needle-like Mouthparts, Swarm Cloud
- **Goal:** Feed on hosts
- **Motive:** Bloodlust
- **Nemesis:** Repellents

Biting Lizards

- **Concept:** Aggressive Hunters
- **Skills:** Sharp Reflexes, Crushing Bite
- **Frailty:** Poor Stamina
- **Gear:** Razor Teeth, Spiny Tail
- **Goal:** Establish dominance in their environment
- **Motive:** Territoriality
- **Nemesis:** Larger Predators

Dust Mites

- **Concept:** Microscopic Irritants
- **Skills:** Inflict Allergic Reactions, Hide in Dust
- **Frailty:** Dies in Clean Environments
- **Gear:** Microscopic Claws, Hypoallergenic Dust
- **Goal:** Thrive in filthy conditions
- **Motive:** Thrive unnoticed
- **Nemesis:** Cleanliness

Bat Swarm

- **Concept:** Chaotic Flyers

- **Skills:** Echolocation, Obscure Vision
- **Frailty:** Disoriented by Sound
- **Gear:** High-Pitched Screeches, Flapping Wings
- **Goal:** Escape threats and find food
- **Motive:** Instinctive self-preservation
- **Nemesis:** Predatory Birds

Stone Crabs

- **Concept:** Armored Scavengers
- **Skills:** Burrow into Rubble, Deflect Attacks
- **Frailty:** Slow Movement
- **Gear:** Tough Shell, Clamping Pincers
- **Goal:** Protect their hiding spot
- **Motive:** Survival in harsh terrain
- **Nemesis:** Strong Predators

Shadow Moths

- **Concept:** Light Devourers
- **Skills:** Blot Out Light, Swarm in Darkness
- **Frailty:** Fragile Wings
- **Gear:** Powdered Scales, Ominous Flutter
- **Goal:** Find and extinguish light sources
- **Motive:** Drawn to illumination
- **Nemesis:** Bright Flames

Carrion Beetles

- **Concept:** Corpse Feeders
- **Skills:** Detect Decay, Clean Bones
- **Frailty:** Vulnerable to Poison
- **Gear:** Rot-Proof Carapace, Acidic Saliva
- **Goal:** Cleanse areas of organic matter

- **Motive:** Instinctual decomposition
- **Nemesis:** Live Predators

Glow Worms

- **Concept:** Bioluminescent Guides
- **Skills:** Attract Attention, Illuminate Areas
- **Frailty:** Easy Prey
- **Gear:** Glowing Body, Sticky Secretions
- **Goal:** Spread their bioluminescence
- **Motive:** Lure larger creatures
- **Nemesis:** Hunters

Scuttling Centipedes

- **Concept:** Toxic Crawlers
- **Skills:** Rapid Movement, Venomous Bites
- **Frailty:** Weak to Crushing Force
- **Gear:** Segmented Armor, Paralytic Venom
- **Goal:** Overcome prey swiftly
- **Motive:** Prey on the weak
- **Nemesis:** Birds

Ambush (Stealthy Foe)

Shadow Stalker

- **Concept:** Stealthy Assailant
- **Skills:** Blend into Shadows, Precision Strikes
- **Frailty:** Weak in Direct Combat
- **Gear:** Cloaking Shroud, Serrated Dagger
- **Goal:** Silence witnesses and secure treasures
- **Motive:** Serve their master
- **Nemesis:** Light Magic

Gloom Serpent

- **Concept:** Silent Constrictor
- **Skills:** Coiling Grapple, Unseen Movement
- **Frailty:** Vulnerable in Open Spaces
- **Gear:** Camouflaging Scales, Crushing Tail
- **Goal:** Establish dominance in dark lairs
- **Motive:** Predatory survival
- **Nemesis:** Large Predators

Cave Lurker

- **Concept:** Ceiling Predator
- **Skills:** Surprise Attacks, Claw Grasp
- **Frailty:** Weak to Long Reach
- **Gear:** Hooked Claws, Tough Hide
- **Goal:** Drag prey to hidden dens
- **Motive:** Instinctual ambush
- **Nemesis:** Polearms

Silent Strider

- **Concept:** Gaunt Ambusher
- **Skills:** Unheard Movement, Sudden Lunge
- **Frailty:** Brittle Frame
- **Gear:** Long Limbs, Razor Claws
- **Goal:** Escape detection
- **Motive:** Feed quietly
- **Nemesis:** Vigilant Watchers

Wraith Spider

- **Concept:** Phasing Hunter
- **Skills:** Wall Phasing, Paralyzing Venom
- **Frailty:** Weakened by Sunlight

- **Gear:** Ethereal Silk, Venomous Fangs
- **Goal:** Build a ghostly web-realm
- **Motive:** Expand its territory
- **Nemesis:** Fire Magic

Chittering Swarm

- **Concept:** Biting Horde
- **Skills:** Overwhelm Prey, Silent Advance
- **Frailty:** Fragile Individually
- **Gear:** Acidic Bites, Silent Wings
- **Goal:** Consume everything in their path
- **Motive:** Insatiable hunger
- **Nemesis:** Sustained Fire

Veil Shade

- **Concept:** Spectral Lurker
- **Skills:** Appear from Mist, Drain Energy
- **Frailty:** Dispelled by Holy Relics
- **Gear:** Shadowy Form, Soulbinding Touch
- **Goal:** Trap souls for eternity
- **Motive:** Curse-bound servitude
- **Nemesis:** Paladins

Bone Crawler

- **Concept:** Silent Reassembler
- **Skills:** Rebuild Self, Crawl Swiftly
- **Frailty:** Fragile Joints
- **Gear:** Skeletal Claws, Bone Dust Cloud
- **Goal:** Harvest new bones
- **Motive:** Strengthen its form
- **Nemesis:** Bludgeoning Weapons

Whispering Ghoul

- **Concept:** Maddening Specter
- **Skills:** Induce Fear, Lull Prey into Trance
- **Frailty:** Sluggish Movement
- **Gear:** Daggered Teeth, Haunting Whispers
- **Goal:** Inflict mental anguish
- **Motive:** Spiteful revenge
- **Nemesis:** Strong Wills

Razorwing Bat

- **Concept:** Bladed Flyer
- **Skills:** Dive Bomb, Slash with Wings
- **Frailty:** Fragile Bones
- **Gear:** Razor-Sharp Wings, Echolocation
- **Goal:** Protect nesting sites
- **Motive:** Territorial aggression
- **Nemesis:** Fast Projectiles

Stone Leaper

- **Concept:** Camouflaged Ambusher
- **Skills:** Blend with Walls, Pounce
- **Frailty:** Sluggish Recovery
- **Gear:** Stone-like Hide, Jagged Teeth
- **Goal:** Secure its hunting grounds
- **Motive:** Eliminate threats to its territory
- **Nemesis:** Keen Observers

Phantom Hound

- **Concept:** Ethereal Predator
- **Skills:** Silent Movement, Disorient with Growls
- **Frailty:** Weak Against Silver

- **Gear:** Unseen Claws, Echoing Growls
- **Goal:** Protect its haunted domain
- **Motive:** Bound to cursed duty
- **Nemesis:** Silver Blades

Neutral Presence

Lost Adventurer

- **Concept:** Weary Explorer
- **Skills:** Knowledge of the Terrain, Resourceful
- **Frailty:** Low Supplies
- **Gear:** Worn Map, Broken Weapon
- **Goal:** Escape the dungeon alive
- **Motive:** Survival
- **Nemesis:** Treacherous Traps

Ghostly Guardian

- **Concept:** Bound Spirit
- **Skills:** Detect Intruders, Impart Knowledge
- **Frailty:** Limited Interaction with the Physical World
- **Gear:** Ethereal Presence, Relic of Binding
- **Goal:** Fulfill their purpose and rest
- **Motive:** Duty-bound by a curse or vow
- **Nemesis:** Disrespectful Intruders

Wandering Merchant

- **Concept:** Opportunistic Trader
- **Skills:** Haggle Expertise, Hidden Stash
- **Frailty:** Highly Suspicious
- **Gear:** Exotic Wares, Portable Pack
- **Goal:** Profit from dungeon goods
- **Motive:** Personal enrichment

- **Nemesis:** Thieves

Dungeon Hermit

- **Concept:** Reclusive Survivor
- **Skills:** Adapted to Environment, Trap Knowledge
- **Frailty:** Distrustful of Outsiders
- **Gear:** Makeshift Tools, Alchemical Brew
- **Goal:** Maintain their hidden sanctuary
- **Motive:** Avoid contact with the outside world
- **Nemesis:** Curious Adventurers

Whispering Shade

- **Concept:** Cryptic Shadow
- **Skills:** Deliver Obscure Warnings, Blend into Darkness
- **Frailty:** Cannot Act Directly
- **Gear:** Fragmented Voice, Haunting Aura
- **Goal:** Deliver its cryptic message
- **Motive:** Bound by a forgotten purpose
- **Nemesis:** Silence

Trapped Survivor

- **Concept:** Desperate Captive
- **Skills:** Plea for Help, Endure Pain
- **Frailty:** Injured and Exhausted
- **Gear:** Shattered Shackles, Torn Garments
- **Goal:** Escape their plight
- **Motive:** Cling to hope
- **Nemesis:** Their Captors

Arcane Observer

- **Concept:** Magical Watcher
- **Skills:** Record Events, Analyze Magic

- **Frailty:** Limited Mobility
- **Gear:** Enchanted Lens, Protective Barrier
- **Goal:** Document events of interest
- **Motive:** Serve an unknown master
- **Nemesis:** Chaotic Disruptions

Curious Creature

- **Concept:** Inquisitive Beast
- **Skills:** Sniff Out Danger, Mimic Movements
- **Frailty:** Easily Startled
- **Gear:** Luminous Body, Sharp Senses
- **Goal:** Satisfy its curiosity
- **Motive:** Intrinsic inquisitiveness
- **Nemesis:** Loud Noises

Forgotten Statue

- **Concept:** Watching Sentinel
- **Skills:** Detect Subtle Movement, Intimidate with Presence
- **Frailty:** Immobile
- **Gear:** Unyielding Stone, Arcane Imbuement
- **Goal:** Await its moment of activation
- **Motive:** Protect what it was assigned to
- **Nemesis:** Those who bypass its gaze

Illusionary Doppelganger

- **Concept:** Mirror Double
- **Skills:** Perfect Mimicry, Copy Traits
- **Frailty:** Fragile Magic
- **Gear:** Reflection Magic, Distorting Light
- **Goal:** Confuse its target
- **Motive:** Sustain its illusion

- **Nemesis:** Keen Observers

Muted Echo

- **Concept:** Formless Stalker
- **Skills:** Imitate Sounds, Track Stealthily
- **Frailty:** Cannot Interact Physically
- **Gear:** Echoing Presence, Lingering Steps
- **Goal:** Follow its chosen target
- **Motive:** Drawn to activity
- **Nemesis:** Absolute Silence

Enigmatic Pilgrim

- **Concept:** Mysterious Wanderer
- **Skills:** Perform Rituals, Translate Symbols
- **Frailty:** Focused on Their Own Goal
- **Gear:** Ritual Implements, Tattered Cloak
- **Goal:** Fulfill an ancient prophecy
- **Motive:** Pursue a divine or mystical purpose
- **Nemesis:** Time-sensitive obstacles

Hostile Monster

Shadow Wraith

- **Concept:** Luck Drainer
- **Skills:** Intangible Form, Life Drain
- **Frailty:** Weakened by Holy Light
- **Gear:** Ethereal Claws, Aura of Misfortune
- **Goal:** Drain the life force of intruders
- **Motive:** Feed on despair
- **Nemesis:** Clerics

Cave Ogre

- **Concept:** Hulking Brute
- **Skills:** Massive Strength, Heavy Strikes
- **Frailty:** Slow Reflexes
- **Gear:** Crude Club, Tough Hide
- **Goal:** Guard its hoard
- **Motive:** Protect its territory
- **Nemesis:** Nimble Opponents

Stone Golem

- **Concept:** Unyielding Construct
- **Skills:** Immense Durability, Unstoppable Force
- **Frailty:** Vulnerable to Magic Disruption
- **Gear:** Enchanted Core, Stone Fists
- **Goal:** Obey its creator's commands
- **Motive:** Mindless servitude
- **Nemesis:** Arcane Disruptors

Venomous Basilisk

- **Concept:** Paralyzing Predator
- **Skills:** Petrifying Gaze, Lethal Bite
- **Frailty:** Weakness to Mirrors
- **Gear:** Venom Glands, Hypnotic Eyes
- **Goal:** Establish dominance over its territory
- **Motive:** Predatory survival
- **Nemesis:** Quick Reflexes

Skeletal Champion

- **Concept:** Undead Warrior
- **Skills:** Unyielding Will, Master of Weapons
- **Frailty:** Brittle Bones

- **Gear:** Rusted Sword, Ancient Shield
- **Goal:** Uphold its unholy oath
- **Motive:** Serve its dark master
- **Nemesis:** Holy Warriors

Flame Spirit

- **Concept:** Scorching Entity
- **Skills:** Spread Fire, Ignite Surroundings
- **Frailty:** Weak to Water
- **Gear:** Blazing Aura, Flame Whip
- **Goal:** Burn everything in its path
- **Motive:** Manifest its elemental nature
- **Nemesis:** Water Elementals

Corrupted Hound

- **Concept:** Twisted Beast
- **Skills:** Relentless Attack, Fearsome Howl
- **Frailty:** Vulnerable to Silver
- **Gear:** Corrupted Fangs, Diseased Claws
- **Goal:** Devour all life
- **Motive:** Hunger for flesh
- **Nemesis:** Hunters

Giant Spider

- **Concept:** Web Weaver
- **Skills:** Trap Prey, Venomous Bite
- **Frailty:** Vulnerable Abdomen
- **Gear:** Sticky Webs, Poison Sacs
- **Goal:** Expand its lair
- **Motive:** Protect its young
- **Nemesis:** Fire

Flesh Golem

- **Concept:** Stitched Monstrosity
- **Skills:** Regenerate Wounds, Powerful Strikes
- **Frailty:** Weak to Lightning
- **Gear:** Crude Weaponry, Sewn Body
- **Goal:** Serve its master's will
- **Motive:** Bound by creation
- **Nemesis:** Disruptive Magic

Chittering Swarm

- **Concept:** Biting Mass
- **Skills:** Overwhelming Numbers, Distract Opponents
- **Frailty:** Scattered by Fire
- **Gear:** Sharp Mandibles, Swarm Movement
- **Goal:** Consume everything
- **Motive:** Insatiable hunger
- **Nemesis:** Area-of-Effect Attacks

Gargoyle Sentinel

- **Concept:** Stone Guardian
- **Skills:** Guard Entrances, Relentless Pursuit
- **Frailty:** Sluggish in Movement
- **Gear:** Stone Wings, Unbreakable Claws
- **Goal:** Prevent intrusion
- **Motive:** Protect its domain
- **Nemesis:** Crushing Force

Poisonous Manticore

- **Concept:** Barbed Predator
- **Skills:** Fly Swiftly, Fire Poisonous Spines
- **Frailty:** Weak to Magic Shields

- **Gear:** Barbed Tail, Venomous Spines
- **Goal:** Hunt in its chosen territory
- **Motive:** Eliminate threats
- **Nemesis:** Skilled Marksmen

Dungeon Boss (Strongest Threat)

Shadow Tyrant

- **Concept:** Wreathed in Darkness
- **Skills:** Drain Life, Command Shadows
- **Frailty:** Vulnerable to Radiant Light
- **Gear:** Crown of Shadows, Cloak of Oblivion
- **Goal:** Enshroud the world in eternal darkness
- **Motive:** Crave ultimate dominion
- **Nemesis:** Lightbearers

Bone Colossus

- **Concept:** Towering Undead
- **Skills:** Massive Strength, Reassemble from Defeat
- **Frailty:** Slow and Cumbersome
- **Gear:** Bone Spikes, Necromantic Core
- **Goal:** Protect its master's relic
- **Motive:** Serve ancient magic
- **Nemesis:** Destructive Magic

Venomous Spider Queen

- **Concept:** Matriarch of Poison
- **Skills:** Spawn Minions, Envenom Prey
- **Frailty:** Exposed Underbelly
- **Gear:** Brood Swarm, Venom Sacs
- **Goal:** Expand her web-realm
- **Motive:** Ensure the survival of her brood

- **Nemesis:** Fire-based Weapons

Flameheart Guardian

- **Concept:** Elemental Inferno
- **Skills:** Radiate Heat, Burn with Intensity
- **Frailty:** Weak to Frost
- **Gear:** Flaming Core, Lava Gauntlets
- **Goal:** Protect the flame temple
- **Motive:** Embody elemental rage
- **Nemesis:** Ice Mages

Lich-King of the Crypt

- **Concept:** Undead Sorcerer
- **Skills:** Cast Curses, Animate Minions
- **Frailty:** Reliant on Phylactery
- **Gear:** Staff of Doom, Phylactery of Life
- **Goal:** Achieve eternal rule over the living
- **Motive:** Lust for ultimate power
- **Nemesis:** Knowledge Seekers

Abyssal Maw

- **Concept:** Chasm Dweller
- **Skills:** Consume Entirely, Tentacle Grasp
- **Frailty:** Limited Reach Beyond its Lair
- **Gear:** Barbed Tentacles, Unyielding Bite
- **Goal:** Draw the unwary into its abyss
- **Motive:** Endless hunger
- **Nemesis:** Nimble Adventurers

Gargoyle Overlord

- **Concept:** Stone Tyrant
- **Skills:** Command Minions, Soar with Wings

- **Frailty:** Weakened in Direct Sunlight
- **Gear:** Enchanted Stone Crown, Granite Blade
- **Goal:** Rule over all subterranean realms
- **Motive:** Maintain dominion
- **Nemesis:** Precision Strikes

Chaos Chimera

- **Concept:** Multi-Headed Beast
- **Skills:** Fire Breath, Venomous Bite, Crushing Claws
- **Frailty:** Conflicted Nature Between Heads
- **Gear:** Triple Heads (Fire, Venom, Physical), Resilient Hide
- **Goal:** Spread chaos and destruction
- **Motive:** Instinct to dominate
- **Nemesis:** Unified Forces

Corrupted Treant

- **Concept:** Twisted Forest Guardian
- **Skills:** Entangle Foes, Wield Dark Magic
- **Frailty:** Vulnerable to Fire
- **Gear:** Thorned Branches, Shadow Roots
- **Goal:** Corrupt all life within the forest
- **Motive:** Enforce its twisted vision
- **Nemesis:** Druids of Purity

Arcane Devourer

- **Concept:** Magic-Eating Horror
- **Skills:** Absorb Spells, Nullify Enchantments
- **Frailty:** Weak to Mundane Weapons
- **Gear:** Anti-Magic Field, Void Tendrils
- **Goal:** Consume all magical energy
- **Motive:** Instinctual hunger for power

- **Nemesis:** Physical Fighters

Wraithlord

- **Concept:** Spectral King
- **Skills:** Command Wraiths, Wield Ethereal Blade
- **Frailty:** Cannot Touch Holy Ground
- **Gear:** Ethereal Crown, Ghostly Blade
- **Goal:** Rule over the dead and the living
- **Motive:** Revenge for its lost kingdom
- **Nemesis:** Holy Crusaders

Dragon of the Deep

- **Concept:** Slumbering Leviathan
- **Skills:** Breathe Destruction, Guard Immense Hoard
- **Frailty:** Vulnerable During Slumber
- **Gear:** Hoarded Treasure, Scaled Armor
- **Goal:** Protect its wealth and domain
- **Motive:** Greedy possessiveness
- **Nemesis:** Treasure Hunters

Adventure Tables

Rolling a d12 with two d6: To simulate a d12, designate one die as the “result die” and the other as the “control die.” Roll both dice. If the control die rolls 1–3, the result is the value on the result die (1–6). If the control die rolls 4–6, add 6 to the value on the result die (7–12). Use this method for tables requiring a d12.

Stress Tags

	1	2	3	4	5	6
1	Frayed Nerves	Trembling Hands	Racing Heart	Shallow Breathing	Echoing Voices	Haunted Dreams
2	Paranoid Thoughts	Stifled Panic	Shaking Limbs	Cold Sweat	Dazed Focus	Unsteady Balance
3	Short Temper	Distracted Mind	Sudden Outburst	Tunnel Vision	Jittery Movement	Overwhelming Fear
4	Loss of Words	Fatigue Fog	Fractured Focus	Reluctant Steps	Restless Energy	Heavy Breathing
5	Memory Lapses	Claustrophobic	Overactive Imagination	Startled Reflex	Whispers of Doubt	Irrational Fear
6	Dreadful Silence	Emotional Collapse	Crushing Guilt	Sleep Deprivation	Shaking Resolve	Panic Attack

Fatigue Tags

	1	2	3	4	5	6
1	Heavy Limbs	Sore Muscles	Aching Back	Blurred Vision	Stiff Joints	Slow Reactions

	1	2	3	4	5	6
2	Weary Steps	Unsteady Hands	Laborious Breathing	Numb Fingers	Light-Headed	Weak Grip
3	Dull Reflexes	Dragging Feet	Fatigued Focus	Muscle Cramps	Exhausted Mind	Sluggish Speech
4	Fading Stamina	Trembling Knees	Burning Lungs	Hazy Thoughts	Shaky Steps	Cold Shivers
5	Nodding Off	Cracked Lips	Dry Throat	Uncontrolled Yawns	Stumbling Stride	Foggy Awareness
6	Shallow Breaths	Dead Weight	Strained Eyes	Nerve Pain	Drained Energy	Overwhelmed Body

Traps

d12	Type	Trigger	Effect
1	Pitfall Trap	Loose floor tile	Falls into a deep pit; harm or delay.
2	Dart Launcher	Pressure plate	Fires poisoned darts; Luck loss or fatigue.
3	Swinging Blade	Tripwire	A blade swings; causes physical harm.
4	Falling Rocks	Weak ceiling section	Rocks fall; causes harm or blocks path.
5	Poison Gas Vent	Hidden lever	Releases toxic gas; Fatigue or stress.

d12	Type	Trigger	Effect
6	Spike Trap	Pressure plate	Spikes shoot from the floor; harm inflicted.
7	Flame Jets	Wall mechanism	Flames shoot out; destroys gear or burns.
8	Collapsing Floor	Concealed weak floor	Floor collapses; drops character below.
9	Net Snare	Tripwire	Traps target in a net; immobilization.
10	Illusionary Ground	False floor covering	Illusion hides a pit; sudden fall.
11	Arcane Shock Glyph	Magical rune	Shocks target; drains Luck or gear damage.
12	Crushing Wall	Pressure switch	Walls close in; risk of harm or entrapment.

Gear Durability

Item	Durability
Ancient Map Fragment	No Durability
Bandages	⚙️ (1 use)
Beast Trap	⚙️⚙️ (2 uses)
Bone Carvings (Markers)	⚙️⚙️⚙️⚙️ (4 uses)
Chalk Sticks	⚙️⚙️⚙️⚙️ (4 uses)
Climbing Gear	⚙️⚙️ (2 uses)
Canteen (Water Supply)	⚙️⚙️ (2 uses)
Crystal Lens	No Durability
Enchanted Glowstone	Permanent

Item	Durability
Explorer's Cloak	No Durability
Flint and Steel	⚙️⚙️ (2 uses)
Grappling Hook	⚙️⚙️ (2 uses)
Healing Herbs	⚙️ (1 use)
Iron Spikes	⚙️⚙️⚙️ (3 uses)
Lantern	⚙️⚙️ (2 Scenes)
Lantern with Spare Oil	⚙️⚙️⚙️ (3 Scenes)
Lockpicks	⚙️⚙️ (2 uses)
Magic Chalk (Rune Marks)	⚙️⚙️ (2 uses)
Map Case (Empty)	No Durability
Mirror (Polished Metal)	⚙️ (1 use)
Pitons and Hammer	⚙️⚙️⚙️ (3 uses)
Rations	⚙️⚙️⚙️⚙️ (4 uses)
Rope Bundle	⚙️⚙️⚙️ (3 uses)
Rusted Blade	⚙️⚙️ (2 uses)
Rune Compass	⚙️⚙️ (2 uses)
Silent Oil	⚙️ (1 use)
Spellbook Fragment	⚙️ (1 use)
Sturdy Boots	No Durability
Torch	⚙️ (1 Scene)
Weighted Net	⚙️ (1 use)
Warding Charms	⚙️⚙️ (2 uses)

Environmental Hazards

d12	Hazard	Description
1	Cave-In	Rocks collapse from above, blocking paths and causing harm.
2	Flooding	Water fills the area, making movement difficult and drowning a risk.
3	Poisonous Gas	A cloud of toxic gas fills the room; causes fatigue or harm.
4	Sudden Quicksand	The floor becomes unstable, pulling the unwary downwards.
5	Shifting Walls	Walls move, altering paths and potentially crushing explorers.
6	Falling Stalactites	Sharp stalactites drop from above, threatening harm.
7	Freezing Air	Intense cold saps energy, causing fatigue and stress.
8	Swarm of Vermin	Rats, insects, or bats overwhelm and distract explorers.
9	Tremors	The ground shakes violently, risking cave-ins and loss of balance.
10	Blinding Dust Storm	Fine dust fills the air, reducing visibility and making breathing hard.
11	Arcane Surge	Magical energy destabilizes, creating unpredictable effects.
12	Lava Flow	Molten rock seeps through cracks, blocking paths and burning gear.

Minor Traps

d12	Type	Trigger	Effect
1	Dart Launcher	Pressure plate	Fires darts, causing harm or poison.
2	Tripwire Snare	Tripwire	Pulls the target into a hanging net.
3	Loose Tile Pit	Loose floor tile	A small pit opens, causing a short fall.
4	Gas Vent	Hidden switch	Releases toxic gas; causes fatigue.
5	Springing Blade	Step on pressure plate	A blade swings, causing minor harm.
6	Slippery Oil Trap	Hidden floor plate	Oil spills, making movement dangerous.
7	Rock Drop	Loose ceiling stone	A small rock falls, dealing minor harm.
8	Alarm Mechanism	Tripwire	A loud sound attracts nearby enemies.
9	Needle Handle	Fake door handle	A poisoned needle pricks the hand.
10	Glue Tile	Sticky floor tile	Feet get stuck, restricting movement.
11	Razor Wire	Taut wire across path	Causes cuts or tears in gear.
12	Flame Jet	Hidden wall nozzle	A small jet of flame burns gear or skin.

Major Traps

d12	Type	Trigger	Effect
1	Collapsing Floor	Weak floor section	The floor gives way, dropping into a pit or lower level.
2	Poison Gas Chamber	Sealed room mechanism	Fills the room with toxic gas; causes harm or stress.
3	Crushing Walls	Pressure plate	Walls close in, crushing or trapping explorers.
4	Spike Pit	False floor tiles	A deep pit opens with spikes at the bottom; heavy harm.
5	Flame Gout Trap	Hidden wall vent	A wide burst of fire engulfs the room; burns gear/skin.
6	Falling Ceiling	Hidden trip-wire	A heavy section of the ceiling drops; causes harm.
7	Magical Rune Burst	Touching rune circle	Explodes with arcane energy; Luck damage or fatigue.
8	Boulder Roll	Hidden lever	A massive boulder rolls through, crushing everything.
9	Electrified Floor	Stepping on tiles	Floor activates, shocking anyone standing on it.
10	Flooding Chamber	Door mechanism	Water rapidly floods the room; causes drowning risk.

d12	Type	Trigger	Effect
11	Blade Gauntlet	Pressure plate	A series of spinning blades activate; heavy harm.
12	Endless Pit-fall	Illusionary ground	Appears solid but drops into a deep, endless chasm.

Small Creatures

d12	Creature	Description
1	Swarm of Rats	Gnawing, biting rodents that overwhelm the area.
2	Cave Spiders	Small venomous spiders lurking in cracks or webs.
3	Fire Beetles	Glowing beetles that burn when disturbed.
4	Flesh Gnats	Bloodsucking insects that cause irritation and stress.
5	Biting Lizards	Quick, aggressive lizards with sharp teeth.
6	Dust Mites	Microscopic insects causing coughing fits.
7	Bat Swarm	Loud, chaotic bats that obscure vision.
8	Stone Crabs	Small armored crabs hiding among rubble.
9	Shadow Moths	Moths that blot out light sources when swarming.

d12	Creature	Description
10	Carrion Beetles	Large beetles attracted to corpses or rations.
11	Glow Worms	Bioluminescent worms that signal nearby danger.
12	Scuttling Centipedes	Fast-moving centipedes with painful, toxic bites.

Ambush (Stealthy Foe)

d12	Foe	Description
1	Shadow Stalker	A humanoid figure blending perfectly with shadows, striking suddenly.
2	Gloom Serpent	A silent, serpentine creature that coils and strikes from darkness.
3	Cave Lurker	A clawed predator that drops from ceilings to ensnare prey.
4	Silent Strider	A quick, gaunt creature with elongated limbs that ambushes in silence.
5	Wraith Spider	A translucent spider that phases through walls to attack.
6	Chittering Swarm	A group of small, silent insects that overwhelm and bite.
7	Veil Shade	A spectral figure that materializes only when its prey is close.
8	Bone Crawler	A skeletal creature that reassembles itself silently to strike.

d12	Foe	Description
9	Whispering Ghoul	A ghoulish entity that sneaks up while whispering maddening words.
10	Razorwing Bat	A mutated bat with blade-like wings, diving from the darkness.
11	Stone Leaper	A camouflaged creature that blends with walls, lunging to attack.
12	Phantom Hound	An unseen beast that growls softly before pouncing from nowhere.

Hidden Treasure (Valuable but Risky)

d12	Treasure	Risk
1	Jeweled Dagger	It's cursed; using it brings misfortune.
2	Ornate Gold Chalice	It triggers a nearby trap when disturbed.
3	Ancient Coin Hoard	Guarded by a swarm of rats or biting insects.
4	Enchanted Amulet	Drains Luck until its true nature is revealed.
5	Silver-Trimmed Mirror	Touching it causes a vision or madness.
6	Gem-Encrusted Crown	Heavier than it looks; risks encumbrance.
7	Hidden Cache of Rations	Moldy or poisoned; requires careful inspection.
8	Worn Map to Deeper Vault	Leads to greater treasure... and greater danger.

d12	Treasure	Risk
9	Rune-Engraved Idol	Gives off unsettling whispers; attracts foes.
10	Blood-Soaked Coin Pouch	It marks you; enemies will track its holder.
11	Shimmering Crystal Shard	Emits light but draws nearby monsters.
12	Locked Treasure Chest	Trapped with darts, gas, or a hidden alarm.

Neutral Presence

d12	Presence	Description
1	Lost Adventurer	A weary explorer searching for a way out. Offers information or a trade.
2	Ghostly Guardian	A spirit bound to the area; it may provide clues if respected.
3	Wandering Merchant	A strange figure selling rare items at questionable prices.
4	Dungeon Hermit	A reclusive individual who has adapted to life underground.
5	Whispering Shade	A harmless shadow that mutters cryptic warnings or secrets.
6	Trapped Survivor	Someone caught in a trap; they need help but may slow you down.
7	Arcane Observer	A magical projection or construct silently watching the dungeon.

d12	Presence		Description
8	Curious ture	Crea-	A small, harmless beast (e.g., a glowing lizard) observing you curiously.
9	Forgotten Statue		A lifelike statue that seems to “watch” you as you move.
10	Illusionary Doppelganger	Dop-	A mirror image of the Protagonist that mimics their actions.
11	Muted Echo		A presence without form; its footsteps or whispers follow you.
12	Enigmatic grim	Pil-	A mysterious figure performing a ritual or seeking their own goal.

Puzzle or Locked Mechanism

d12	Type		Description
1	Rune-Locked Door		A door sealed with glowing runes requiring deciphering. Incorrect attempts trigger minor harm.
2	Rotating Statues		Statues must face a specific direction to unlock a passage.
3	Weighted Pressure Plates	Pres-	Plates must be pressed in the correct sequence to disable a trap or open a path.
4	Mosaic Tile Puzzle	Puz-	A broken mosaic must be re-assembled to reveal a hidden clue or trigger.
5	Symbolic Dial		A dial with ancient symbols must be turned in the correct order to unlock a chest.

d12	Type		Description
6	Color Coded Keys		Keys of different colors must match corresponding locks or levers.
7	Hidden Lever Mechanism		A concealed lever opens a secret door but may trigger a nearby trap.
8	Arcane Glyph Circuit		Glyphs must be lit in the correct sequence to disable a magical barrier.
9	Echoing Sound Puzzle		Sounds or vibrations provide clues to unlocking the mechanism (e.g., bells, pipes).
10	Sliding Stone Blocks		Heavy blocks must be moved into correct positions to reveal a passage or cache.
11	Shadow Alignment		Light must be cast in a specific way to align shadows and open a secret area.
12	Locked Pedestal	Artifact	An artifact is sealed behind a glass-like barrier; disarming it requires precision or a specific item.

Hostile Monster

d12	Monster	Description
1	Shadow Wraith	A semi-corporeal entity that drains Luck with its touch.
2	Cave Ogre	A hulking brute with heavy strikes but slow movement.
3	Stone Golem	A construct of rock and rubble; resistant to physical harm.

d12	Monster	Description
4	Venomous Basilisk	A serpent with a venomous bite and paralyzing gaze.
5	Skeletal Champion	An undead warrior wielding rusted but deadly weapons.
6	Flame Spirit	A burning entity that scorches its surroundings.
7	Corrupted Hound	A twisted beast with sharp claws and relentless attacks.
8	Giant Spider	A large spider that ensnares prey in webs before striking.
9	Flesh Golem	A stitched monstrosity of muscle; hard to take down.
10	Chittering Swarm	A mass of biting insects or rats; hard to hit individually.
11	Gargoyle Sentinel	A stone guardian that animates when intruders approach.
12	Poisonous Manticore	A winged predator with a barbed tail that fires poison spines.

Monster Lair (Significant Danger)

d12	Lair Type	Description
1	Web-Choked Cavern	A massive spider nest filled with webbed corpses and egg sacs.
2	Bone-Strewn Pit	A foul den littered with the gnawed bones of past victims.
3	Forgotten Crypt	An ancient tomb occupied by undead guardians and their master.

d12	Lair Type	Description
4	Magma-Filled Chamber	A scorching lair inhabited by a flame-breathing creature.
5	Shadowed Ruins	Dark ruins patrolled by a monstrous shade that feeds on fear.
6	Flooded Cavern	A partially submerged lair where amphibious predators dwell.
7	Crystal Spire	A glowing crystalline structure where a magical beast resides.
8	Rotting Nest	A reeking lair of carrion-eating beasts drawn to decay.
9	Gargoyle Rookery	A stone chamber where gargoyles perch, waiting to animate.
10	Arcane Sanctum	A corrupted magical chamber guarded by a summoned entity.
11	Thorned Grove	A tangled, thorny lair inhabited by a territorial plant creature.
12	Chasm Den	A deep, echoing pit where a burrowing beast or winged predator dwells.

Dungeon Boss (Strongest Threat)

d12	Boss	Description
1	Shadow Tyrant	A massive shadow wreathed in darkness, draining life with its touch.
2	Bone Colossus	A towering construct of bones and ancient magic, nearly indestructible.
3	Venomous Spider Queen	A monstrous spider matriarch guarded by swarms of offspring.

d12	Boss	Description
4	Flameheart Guardian	A blazing elemental golem that scorches everything in its path.
5	Lich-King of the Crypt	An undead sorcerer wielding dark spells and cursed relics.
6	Abyssal Maw	A massive, multi-mouthed beast lurking in an endless chasm.
7	Gargoyle Overlord	A winged stone giant commanding an army of animated gargoyles.
8	Chaos Chimera	A three-headed beast combining claws, fire breath, and venom.
9	Corrupted Treant	A massive, twisted tree-creature with thorny limbs and dark magic.
10	Arcane Devourer	A magic-eating abomination that nullifies spells and disrupts gear.
11	Wraithlord	A spectral king armed with an ethereal blade, immune to normal attacks.
12	Dragon of the Deep	A slumbering dragon guarding an immense hoard of treasure.

Minor Treasures

D66	Minor Treasure
11	Small pouch of ancient coins (tarnished silver).
12	Jeweled hairpin set with a tiny ruby.
13	Ornate dagger with a decorative hilt.
14	Bronze figurine of a forgotten deity.
15	Map fragment hinting at a deeper dungeon level.
16	Silver-plated goblet etched with runes.
21	A single flawless sapphire wrapped in cloth.

D66**Minor Treasure**

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|-----------|---|
| 22 | Intricate clockwork trinket that still moves faintly. |
| 23 | Tiny vial of scented, ancient perfume. |
| 24 | Delicate golden necklace missing a gem. |
| 25 | A carved ivory chess piece (king). |
| 26 | Rusted but ornate key; unknown purpose. |
| 31 | Enchanted feather that glows faintly in the dark. |
| 32 | Small silver mirror with etched borders. |
| 33 | Crystal shard with swirling colors inside. |
| 34 | Leather pouch filled with odd dice or tokens. |
| 35 | Engraved bronze locket (empty). |
| 36 | Wooden box containing fine charcoal sticks. |
| 41 | Rolled-up scroll of forgotten poetry. |
| 42 | A glass orb filled with glowing liquid. |
| 43 | Tiny music box that plays a haunting tune. |
| 44 | A small idol carved from obsidian. |
| 45 | Silver ring with faded inscriptions. |
| 46 | A handful of polished amber stones. |
| 51 | An old, beautifully bound journal (mostly empty). |
| 52 | Broken medallion, depicting an ancient sigil. |
| 53 | Small, delicate hourglass with black sand. |
| 54 | A bundle of preserved herbs in fine cloth. |
| 55 | Copper-plated mask with exaggerated features. |
| 56 | Wax-sealed bottle containing a strange liquid. |
| 61 | Rolled tapestry fragment showing faded art. |
| 62 | Gem-inlaid comb made of fine bone. |
| 63 | A tarnished brass pocket watch (broken). |

D66**Minor Treasure**

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|-----------|---|
| 64 | Small pouch of gold-painted pebbles. |
| 65 | Crystal lens in a brass casing. |
| 66 | Ornate belt buckle with swirling designs. |

Major Treasures**D66****Major Treasure**

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|-----------|---|
| 11 | Ornate longsword with a blade of black steel, faintly humming with power. |
| 12 | A golden chalice etched with ancient runes; faint light glows inside. |
| 13 | Enchanted shield that deflects blows (<i>"Mirror Ward"</i>). |
| 14 | Amulet of shifting colors that warms when danger is near. |
| 15 | Ornate battleaxe carved with scenes of forgotten battles. |
| 16 | Ancient spellbook bound in dark leather, its pages whisper faintly. |
| 21 | Crown of silver thorns; grants cryptic visions of the past. |
| 22 | A ruby-encrusted scepter that pulses faintly when held. |
| 23 | Warding staff carved from a single obsidian shard. |
| 24 | Enchanted lantern that burns with eternal light. |
| 25 | Gilded music box that plays an eerie melody; the air shimmers around it. |

D66**Major Treasure**

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- | | |
|-----------|---|
| 26 | A map of the dungeon drawn in blood that reveals hidden chambers. |
| 31 | Ring of frost, surrounded by a cold aura (<i>"Frostbite Ring"</i>). |
| 32 | Cloak woven from shadows, blending the wearer into darkness. |
| 33 | A silvered mirror that reveals illusions and hidden doors. |
| 34 | Ornate tome bound with dragon hide; pages describe ancient magic. |
| 35 | Crystal orb containing swirling stars (<i>"Navigator's Sphere"</i>). |
| 36 | Dagger carved from bone, etched with curses (<i>"Blade of the Forsaken"</i>). |
| 41 | Gilded mask of a forgotten king, warm to the touch. |
| 42 | A pendant housing a drop of eternal flame. |
| 43 | Jeweled belt that adjusts perfectly to its wearer. |
| 44 | Enchanted arrows that glow with a faint blue light. |
| 45 | A bracer with inlaid emeralds, humming with protective magic. |
| 46 | An obsidian key that fits no known lock—yet. |
| 51 | Golden statuette of a dragon with ruby eyes. |
| 52 | Ancient armor adorned with silver sigils (<i>"Warden's Plate"</i>). |
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D66	Major Treasure
53	A sword forged from starlight, impossibly light (<i>"Celestial Blade"</i>).
54	Enchanted book that teaches a forgotten language.
55	Crystal vial holding a glowing, shifting liquid (<i>"Essence of Change"</i>).
56	Staff crowned with a living crystal that glows with energy.
61	A gilded horn that, when blown, echoes through the dungeon.
62	Ring of echoes; lets the wearer hear distant sounds.
63	A polished onyx box that seals something faintly humming within.
64	Chainmail of light; flexible and barely visible.
65	A reliquary holding a saint's petrified finger, glowing faintly.
66	A legendary weapon: a gleaming greatsword engraved with <i>"The End of Kings."</i>

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Break	Re-veal	Block	Ignite	Col-lapse	Escape
2	Climb	Search	Hide	Trap	Un-lock	Seal

Verbs	1	2	3	4	5	6
3	Decipher	Whisper	Haunt	Ambush	Drag	Echo
4	Strike	Open	Shift	Guide	Channel	Consume
5	Shatter	Illuminate	Uncover	Lure	Descend	Watch
6	Breathe	Evade	Awaken	Cross	Silence	Guard

Adjectives

Adjectives	1	2	3	4	5	6
1	Ancient	Hidden	Twisted	Glowing	Crumbling	Silent
2	Arcane	Forgotten	Shifting	Cursed	Sacred	Broken
3	Rusted	Ominous	Shadowy	Icy	Burning	Whispering
4	Haunting	Narrow	Endless	Hollow	Fragile	Flickering
5	Jagged	Poisonous	Stifling	Bloodstained	Bound	Unearthly
6	Massive	Claustrophobic	Deadly	Echoing	Forbidden	Sharp

Nouns

Nouns	1	2	3	4	5	6
1	Door	Statue	Trap	Pas- sage	Rune	Trea- sure
2	Mir- ror	Idol	Torch	Mech- anism	Vault	Cham- ber
3	Skele- ton	Shadow	Altar	Scroll	Key	Whis- per
4	Web	Stone	Pool	Blade	Beast	Sta- lactite
5	Wall	Chain	Obelisk	Crown	Arti- fact	Golem
6	Gate	Light	Ash	Crys- tal	Tomb	War- den

Appendix: Inspirational Media

RPGs

- *The Black Hack*: A minimalist dungeon-crawling system with resource management.
- *Into the Odd*: Simple rules with a focus on exploration and survival.
- *Mörk Borg*: Dark and gritty dungeon crawling with evoca-
tive, atmospheric themes.
- *Maze Rats*: Procedural generation and tag-based mechan-
ics for quick play.
- *Knave*: A classless, resource-focused dungeon exploration
game.

Videogames

• **Dungeon Crawlers:**

- *Darkest Dungeon*: Stress, resource management, and grim expeditions into cursed dungeons.
- *Diablo II*: Procedural dungeons, loot, and monster hunting.
- *Legend of Grimrock*: Grid-based exploration, traps, and puzzles.
- *Dark Souls*: Brutal combat, atmospheric environments, and cryptic lore.

• **Exploration and Mystery:**

- *Hollow Knight*: A ruined, underground kingdom filled with secrets and danger.
- *The Elder Scrolls V: Skyrim*: Dungeons filled with traps, puzzles, and ancient treasure.
- *Shadow of the Colossus*: Lonely exploration of vast, mysterious landscapes.

Art and Visual Inspiration

• **Artists:**

- *Gustave Doré*: Dark, atmospheric engravings perfect for eerie dungeon settings.
- *John Blanche*: Gothic and surreal fantasy illustrations.
- *Zdzisław Beksiński*: Nightmarish landscapes and unsettling environments.

• **Other Visual Sources:**

- *Old-school D&D Module Covers* (e.g., *Tomb of Horrors*, *Keep on the Borderlands*).
- *Dark Souls* and *Bloodborne* concept art.
- *Mörk Borg* RPG aesthetic.

License

Loner: Dungeoneer

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