

LONER: STEEL & SORCERY

Version: 3

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Loner: Steel & Sorcery

Loner: Steel & Sorcery is a solo tabletop RPG adventure set in a dark, gritty world where ancient ruins, corrupt cities, and wild frontiers are the backdrop for tales of survival, revenge, and treasure-hunting. The setting is steeped in mythological inspiration, drawing from pseudo-medieval and ancient cultures, where magic is rare, dangerous, and often feared.

This minimalist Solo Role Playing Game is designed to be fast-paced, focusing on intense action, personal stakes, and morally ambiguous heroes who navigate a world of danger and mystery.

Introduction

Loner: Steel & Sorcery 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: Steel & Sorcery** throws you headfirst into the heart of the action. Your

character will be defined by thematic tags, such as “*Wary Adventurer*”, “*Cursed Blade*”, or “*Scarred Veteran*”.

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: Steel & Sorcery* 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: Steel & Sorcery* 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!

Setting Introduction

Loner: Steel & Sorcery immerses you in a world where the past weighs heavily, and every shadow might hide a deadly threat. The setting is a blend of ancient ruins, dense forests, and desolate wastelands, where once-great civilizations have crumbled into obscurity, leaving behind cursed artifacts and forgotten lore.

The world is a dangerous place, ruled by tyrants, haunted by ancient evils, and stalked by vicious beasts. Magic exists, but it is the domain of dark sorcerers, corrupt priests, and other nefarious beings. Most common folk view it with suspicion or outright fear, and those who wield it are often met with hostility.

Playable Themes

In *Loner: Steel & Sorcery*, you can immerse yourself in a variety of thrilling themes, each offering unique challenges and storytelling opportunities:

- **Survival vs. Civilization:** The wilderness teems with colossal predators, venomous flora, and shifting landscapes that obey no mortal law. Nomadic tribes must adapt constantly to the unpredictable forces of nature, crafting lives of resilience and ingenuity. Yet, civilization offers no true refuge—its cities are plagued by corruption, disease, and the ever-present threat of invasion. Heroes often find themselves straddling these two worlds, torn between the freedom of the frontier and the treacherous comforts of urban life.
- **Ambition and Hubris:** Kings and priests reach for divine power, only to unleash curses that plague their lands. Sorcerers delve into forbidden magics, sacrificing their humanity in pursuit of immortality. Even the commoner dreams of riches or escape, but in Khor'Dara, desire often becomes a double-edged blade.
- **Moral Ambiguity:** The righteous are often forced to compromise, while the wicked may show moments of surprising compassion. A warlord who butchers his enemies may also protect his people from worse fates, while a priest who offers healing might exact a price too steep for any to bear. The world demands choices that blur the lines of morality: Do you ally with a tyrant to save your village, or let it burn for the sake of principle? Do you plunder a sacred temple to feed your starving tribe, knowing the gods may curse you for it?

- **Mystery and Wonder:** Magic seeps from the land itself, manifesting as both miracle and menace. Ancient ruins whisper of civilizations whose knowledge surpasses comprehension, their artifacts luring the brave and foolish alike with promises of power. Titans, elder gods, and spectral forces linger in the shadows, their true motives inscrutable. Even the landscape defies understanding: deserts that echo with the voices of the dead, mountains that hum with otherworldly melodies, and rifts that lead to realms unbound by time.

Timeline of Khor'Dara

The Age of Heroes

(~5000 ET – ~0 PT)

A mythical epoch of unparalleled glory and divine intervention.

- **5200 ET – The Founding of Zhara:** Under the watch of god-kings, Zhara is raised atop volcanic slopes, its obsidian towers a tribute to divine will. Myths claim its sorcerer-priests tamed the volcano through blood magic.
- **5100 ET – The Titans' Fall:** A war between gods and Titans reshapes Khor'Dara. The Abyssal Rift and Singing Peaks are believed to have formed from the fallen Titans' colossal bodies.
- **4800 ET – The Pact of the Verdant Abyss:** Elders of the Ironleaf Clans forge a mysterious agreement with the Forest King, ensuring their survival in the Weeping Forest.
- **4500 ET – The Rise of the Skycallers:** The nomadic tribes of the Wailing Steppes unify under shamans who claim to channel the wind's power.

- **4300 ET – Ashira Windrider Tames the Thunderbeast:** A legendary Skycaller warrior bonds with a colossal beast to repel an invasion of the steppes.
- **4100 ET – Ley Line Carving:** Sorcerers manipulate the earth's magical veins, creating power sites like the Veil of Muon. This practice accelerates environmental instability.
- **4000 ET – Kael the Unyielding's Siege of Khemru:** Kael leads an army against the necromancer-kings, breaking their chains over the enslaved. His Spear of the Skycaller is lost in the aftermath.

The Fall of Empires

(0 PT – ~1500 PT)

The collapse of civilizations ushers in chaos and decay.

- **Year 0 PT – The Binding of the Titans:** The last echoes of the Titans' influence wane. This marks the start of the Post-Titan Age, when humans rise to dominate the continent.
- **100 PT – The Curse of the Sunken Crown:** Rival necromancer-kings of Khemru annihilate each other in a ritualistic duel, sinking parts of the city into the swamp. Their undead servants roam unchecked.
- **400 PT – The River Wars:** City-states like Lunhai and Khemru clash over control of the Riverlands of Nurim. These wars disrupt trade routes and leave the delta fractured into warring fiefdoms.
- **600 PT – The Drought of the Scorched Wastes:** A century-long drought ravages the fertile plains, transforming them into the Scorched Wastes. This event is attributed to failed rituals performed by Zhara's sorcerer-priests.
- **850 PT – The Collapse of Lunhai's Golden Age:** Corruption and the rise of the cult of the Drowned God destabilize Lunhai, leading to civil unrest and the city's descent into decadence.

- **1200 PT – The Charnel Pact Emerges:** Outcasts desecrate ancient burial grounds, unlocking forbidden magics. The Charnel Pact becomes a feared force, wielding corrupted undead armies.

The Dark Age

(~1500 PT – Present Day)

A time of decay and survival, where history fades into myth.

- **1500 PT – The Shadowing of Sorcery:** Following countless magical disasters, sorcery becomes feared and distrusted. Wild magic zones like the Veil of Muon are avoided, and practitioners are hunted.
- **1600 PT – The Founding of the Ember Wolves:** Kaerath the Burned unites exiled mercenaries, creating a nomadic force infamous for its scorched-earth tactics.
- **1700 PT – The Abyssal Rift Awakens:** Explorers report eerie activity within the Rift, including glowing fungi and predatory creatures. Many vanish, fueling rumors of a lost civilization stirring within.
- **1800 PT – The Rise of the Forest King:** The Forest King's influence spreads beyond the Verdant Abyss, with whispers of its wrath reaching even the Riverlands. Entire caravans disappear without trace in the Weeping Forest.
- **1900 PT – The Eclipse Prophecy Surfaces:** Priests of Zhara proclaim the imminent **Eclipse of Khor'Dara**, foretelling a time when barriers between realms will shatter, unleashing horrors across the land.
- **1950 PT – Present Day:** Civilization remains fractured. The city-states clutch at fading glory, while tribal clans battle for dominance in the wilderness. Heroes rise, carrying echoes of the past, but the shadow of the Eclipse looms over all.

Aesthetics & Tone

Think Khor'Dara as a mix of **Bronze Age Near East**, **Mesopotamia**, and **pre-classical Mediterranean cultures**, blending these influences into a rich, multifaceted world:

- **Architecture:** The cities are monumental in both scale and symbolism, built to exalt the gods and intimidate rivals. Towering ziggurats spiral toward the heavens, their facades inscribed with myths and blood-stained edicts. Hanging gardens cascade from palace rooftops, cultivated by priests as offerings to fickle deities. Obsidian fortresses loom over the plains, their polished walls reflecting light like a veil of fire at dusk. Deep within city centers, labyrinthine palaces house the ruling elite, their echoing halls lit by braziers and adorned with mosaics depicting conquest, divinity, and despair.
- **Religion:** The gods are mercurial, demanding devotion through rituals as grand as they are harrowing. Each deity governs both aspects of nature and the human condition, embodying contradictions that reflect their flawed worshippers. Storm gods who bring rain to the fields might also unleash tempests that flatten entire villages; a mother goddess who nurtures life might demand offerings of blood to ensure fertility. Priests, wielding immense political power, serve as intermediaries between gods and mortals, though their own ambitions often eclipse divine will. On the fringes of society, cults of outcasts and dreamers flourish, their rites whispered of in darkened streets, their faith fueled by promises of forbidden power.

- **Technology:** Civilization walks a knife's edge, with progress often overshadowed by hubris and disaster. Bronze weapons gleam in the hands of soldiers who ride into battle on war chariots, their wheels rattling across dry earth. Engineers construct canals and reservoirs to stave off famine, only for earthquakes or floods to reduce their works to ruins. Massive stone edifices bear witness to humanity's attempt to tame nature, but each one whispers of the countless lives spent to carve its grandeur. Tools of bone, clay, and metal coexist in this fragile balance, shaped by the ingenuity of craftsmen and the scarcity of resources.
- **Society:** The social order is rigid and unyielding, mirroring the unforgiving gods who shaped it. At the top sit rulers who claim divine descent, their authority enforced by hierarchies of priests, generals, and bureaucrats. Beneath them, merchants trade goods along treacherous roads and rivers, their influence often rivaling that of nobility. Laborers toil in the fields and quarries, their sweat and blood feeding both the granaries and the temples. At the bottom lie slaves and outcasts, many of whom cling to forbidden magics or band together in the wilderness to forge new lives—or enact vengeance. Society is at once cohesive and volatile, a fragile tapestry ready to unravel under the weight of rebellion, disaster, or divine wrath.

Characters

Loner: Steel & Sorcery is centered around the exploits of lone heroes or anti-heroes—warriors, rogues, and survivors—each with their own motivations, skills, and weaknesses. These characters are often morally ambiguous, driven by personal codes of honor, revenge, or simple survival.

Everything is a Character!

In *Loner: Steel & Sorcery*, 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 "*Cunning Mercenary*" or "*Haunted Gladiator*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Stealthy*" is not a skill, "*Shadow Stalker*" 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.

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.

Concepts

	1	2	3	4	5	6
1	Cunning Mercenary	Haunted Gladiator	Wary Wanderer	Ruthless Assassin	Grim Knight	Savage Barbarian
2	Wandering Sword	Lost Prince	Vengeful Warrior	Cursed Thief	Exiled Noble	Desert Nomad
3	Daring Raider	Shadowy Rogue	Weary Veteran	Bloodthirsty Hunter	Broken Monk	Mad Sorcerer
4	Rogue Priest	Lone Outlander	Blacksmith's Child	Fallen Champion	Amnesiac Warrior	Bitter Survivor
5	Drunken Brawler	Disgraced Captain	Unyielding Guard	Blind Prophet	Ex-Pit Fighter	Obsessed Alchemist

1	2	3	4	5	6
6 Blooded Seer	Blighted Shaman	Ambitious Noble	Ghostly Marauder	Exile Prince	Silent Hunter

Skills

1	2	3	4	5	6
1 Shadow Stalker	Iron Will	Deathly Aim	Quick Reflexes	Brutal Strength	Wily Tactician
2 Survivalist	Beast Tamer	Weapon Master	Sneak Attack	Berserker Rage	Arcane Scholar
3 Herbalist	Armor Smith	Tracking Expert	Battle-Hardened	Duelist	Battle Cry
4 Trap Disabler	Poison Maker	Swift Blade	Endurance	Fearless	Wolf Instincts
5 River Guide	Treasure Hunter	Lock Picker	Monster Slayer	Precise Strikes	Spirit Talker
6 Fleet-Footed	Wilderness Scout	Serpent Tongue	Stone Skin	Blood Ritualist	De-mon Tracker

Frailties

1	2	3	4	5	6
1 Haunted Past	Deep Paranoia	Fear of Magic	Crippling Injury	Blood-thirsty	Uncontrollable Rage

	1	2	3	4	5	6
2	Mer- ciless	Greedy	Un- trust- wor- thy	Ad- dicted	Cowardly	Unforgiv- ing
3	Quick Tem- per	Cursed	Alco- holic	Vengeful	Haunted by Night- mares	Broken Spirit
4	Proud	Bitter	Wrath- ful	Supersti- tious	Selfish	Overcon- fident
5	Dis- fig- ured	Slow to Trust	Ruth- less	Wracked with Guilt	Obsessed	Reckless
6	Jeal- ous	Lone Wolf	Scarred	Fear of Death	Distrust of Authority	Trauma- tized

Gear

	1	2	3	4	5	6
1	Ancient Sword	Black- ened Dagger	Cursed Amulet	Battle- Worn Ar- mor	Poi- soned Blades	En- chanted Cloak
2	Blood- Stained Axe	Warham- mer	Rusted Helm	Vial of Poison	Steel Gauntlets	Ritual Mask
3	Shad- owy Cloak	Blood- soaked Tunic	Cursed Coin	Sacred Totem	Elven Bow	Mask of Terror
4	Ghostly Armor	Leather Bracers	Magic Tome	Dragon Scale Shield	Twin Scimi- tars	Silver Amulet

	1	2	3	4	5	6
5	Scarred Shield	Barbed Net	Flaming Torch	Tribal Mask	Iron Shackles	Blood Vials
6	Eldritch Staff	Bone Necklace	Spiked Boots	Poison Darts	Serpent's Fang	Rune-Covered Blade

Names

Female Names

	1	2	3	4	5	6
1	Kiera	Aela	Nyx	Sabra	Lira	Moira
2	Bryn	Saria	Elara	Danya	Vessa	Rhea
3	Zara	Mira	Talia	Isolde	Kaida	Nessa
4	Lira	Farah	Thora	Sienna	Orianna	Jara
5	Kaida	Seraph	Zaira	Mara	Thalia	Aria
6	Nyra	Meya	Eris	Vara	Feyra	Cyra

Male Names

	1	2	3	4	5	6
1	Kael	Torin	Garron	Darius	Kade	Alaric
2	Roran	Theron	Jarek	Tyr	Malek	Soren
3	Varis	Leoric	Caden	Darian	Zane	Lucian
4	Kade	Cael	Finn	Garen	Theron	Zarek
5	Draven	Kaelan	Aric	Rylan	Cyric	Dae-gan
6	Garron	Thorne	Bael	Orion	Eamon	Kieran

Surnames

	1	2	3	4	5	6
1	Black-thorn	Iron-claw	Dark-blade	Storm-rider	Night-shade	Steel-brow
2	Blood-sword	Dark-wind	Wolfs-bane	Raven-shadow	Stone-heart	Ironfist
3	Fire-brand	Grim-blade	Duskmourn	Storm-forge	Night-stalker	Shadowscar
4	Silver-fang	Thorn-crest	Frost-heart	Shadow-moon	Stonefist	Stormwatch
5	Iron-heart	Grim-stone	Nightwind	Ravensword	Stormwalker	Frost-fall
6	Steel-claw	Storm-blade	Night-shade	Shadowsteel	Stone-forge	Dark-brow

Nicknames

	1	2	3	4	5	6
1	The Unbroken	The Silent	The Cursed	The Forgotten	The Grim	The Scarred
2	The Bloodied	The Dark	The Swift	The Shadow	The Lost	The Fearless
3	The Ruthless	The Wild	The Vengeful	The Wraith	The Dreaded	The Mad
4	The Savage	The Ghost	The Red	The Lone	The Broken	The Unseen

	1	2	3	4	5	6
5	The Black	The Wicked	The Beast	The Wolf	The Damned	The Merciless
6	The Cruel	The Last	The Wraith	The Torn	The Scarred	The Hunted

Rules

Loner: Steel & Sorcery 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: Steel & Sorcery* 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: Steel & Sorcery* 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, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both <= 3	Yes, but...	No, but...
Both >= 4	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Yes, but...	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 tags 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

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

Sorcery

Sorcery in *Loner: Steel & Sorcery* is a perilous yet alluring path. The Six Circles of Sorcery represent escalating levels of power and risk, with each spell exacting a toll on the caster. Wielding magic demands both skill and resolve, as the temptations of Black Sorcery may lead to corruption and ruin.

The Six Circles of Sorcery

1. **Ordered Power:** Sorcery is divided into six Circles, each representing a tier of magical potency.
2. **Luck as a Resource:** Casting a spell depletes **Luck**, with the Circle level determining the Luck cost (e.g., a spell from the Third Circle costs 3 Luck).

3. **Rising Difficulty:** Higher Circles come with greater challenges but also unleash far more powerful effects.
4. **The Perils of Black Sorcery:** Casting Black Sorcery inflicts corruption upon the caster, a dangerous burden.

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:** Use the outcomes below to determine the result:

- **No, and...:** A catastrophic failure—roll on the **Mishap Table**.
- **No:** The spell simply fails.
- **No, but...:** The spell falters but creates a minor advantage.
- **Yes, but...:** The spell succeeds with a minor drawback.
- **Yes:** The spell works as intended.
- **Yes, and...:** The spell succeeds spectacularly, creating an additional advantage.

Luck Recovery

Luck replenishes at the end of a **Conflict**, as per the base rules. This cyclical restoration encourages risk-taking while ensuring spells remain a valuable but finite resource.

Corruption and Frailty

Black Sorcery comes at a heavy cost: 1. Every use adds **1 Corruption Point** to the **Corruption Track**. 2. When the Corruption Track reaches **6 points**, reset it to zero and roll on the **Corruption Table** to determine a new **Frailty**. 3. Frailties are permanent and reflect the creeping taint of dark magic.

Range Scale

The range of a spell determines how far its effects can reach. Spells in *Loner: Steel & Sorcery* use a narrative-driven range scale to keep descriptions thematic and flexible:

- **Touch:** Requires physical contact with the target or object. Ideal for close, personal effects or enchantments.
- **Close:** A few steps away, within a small room or immediate vicinity (approximately 10-20 feet).
- **Medium:** A moderate distance, covering the breadth of a large hall or open clearing (approximately 30-60 feet).
- **Long:** Spans a great distance, such as across a battlefield or an entire valley (approximately 100+ feet).
- **Unlimited:** The spell can target anywhere the caster has a connection to, often requiring a ritual or special focus.

Ranges are intentionally narrative rather than strict measurements, allowing the story to dictate their application. Always consider the context, terrain, and obstacles when determining if a spell’s range can reach its target.

Acquiring New Spells

Learning spells requires in-game effort and a narrative justification. Spells can be acquired:

1. As **rewards** for completing story arcs.
2. Through **bargains** with magical entities.
3. By discovering **ancient tomes or relics**.

Spell Tables

First Circle

d66	Spell	Cost	Range	Duration	Effect	Acquisition	Cost
11	Can-Whistle-light	1	Close	1 hour	Creates a small light equivalent to a candle.	A drop of moonlit dew.	

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
12	Whisper	White	Medium	Instant	Sends a short whispered message.	A feather from a bird of prey.
13	Cursed Ink	Black	Touch	Permanent	Marks a target with a sigil visible to demons.	Blood from a fresh wound.
14	Chill Touch	Black	Touch	Instant	Reduces the temperature of an object or target.	A shard of ice from a cursed spring.
15	Spark	White	Close	Instant	Creates a small, harmless spark of fire.	Two pieces of flint.
16	Phantom Whisper	Black	Medium	10 Min	Causes eerie whispers to confuse a target.	A page from a forbidden tome.
21	Cleanse	White	Touch	Permanent	Purifies food or water from impurities.	A sprig of fresh thyme.
22	Blight	Black	Medium	1 Hour	Rots a small area of plants.	Soil from a graveyard.
23	Minor Illusion	White	Medium	5 Min	Creates a simple sound or image illusion.	A silver coin buried in salt.
24	Fearful Visage	Black	Close	Instant	Instills fear in a single target.	An animal bone carved with runes.

d66 Spell Color	Range	Duration	Effect	Acquisition Cost
25 AlarmWhistle	Close	1 Day	Sets an audible magical alarm in a small area.	A small bell.
26 Curse Black Object	Touch	Permanent	Places a minor curse on a single object.	A lock of hair from a foe.
31 Water Breathing	White Self	10 Minutes	Allows the caster to breathe underwater.	A fish scale.
32 FlickerWhistle	Close	Instant	Temporarily dims all light sources nearby.	A piece of black cloth.
33 Bind-Black String	Close	1 Hour	Binds a target's limbs with magical force.	A string tied around a cursed item.
34 Shadow Black Edge	Touch	Instant	Sharpens a weapon with dark energy.	An iron shard taken from a battlefield.
35 Light White Step	White Self	10 Minutes	Silences the caster's footsteps.	A piece of spider silk.
36 Scarecrow Curse	Black	Close Day	Animates a scarecrow to terrify intruders.	Straw soaked in blood.
41 Gust Whistle	Close	Instant	Creates a small gust of wind to push objects.	A bird feather.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
42	Corpse Whisper	Black	Touch	10 Minutes	Allows a brief question to be asked of a corpse.	A freshly dug handful of grave dirt.
43	Healing Hands	White	Touch	Instant	Heals a minor wound.	A drop of caster's blood.
44	Poison Stain	Black	Touch	Permanent	Poisons a small portion of food or drink.	A venomous insect crushed by hand.
45	Mystic Lock	White	Touch	1 Day	Locks a door or chest with magic.	A key-shaped trinket.
46	Blood Pact	Black	Close	1 Week	Creates a magical bond between two individuals.	Blood from both participants.
51	Frost Shield	White	Close	5 Minutes	Creates a barrier of ice to protect an area.	Ice touched by moonlight.
52	Black Flame	Black	Close	Instant	Creates a dark flame that burns unnaturally.	Ash from a cursed fire.
53	Lesser Shroud	White	Self	10 Minutes	Hides the caster from view.	A fragment of gauze.
54	Summon Vermin	Black	Close	5 Minutes	Summons a swarm of insects or rats.	Rotten food.
55	Mystic Compass	White	Self	1 Day	Points the way to a chosen location.	A lodestone.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
56	Death Rattle	Black	Touch	Instant	A single cry echoes from the target upon death.	A piece of bone from a predator.
61	Feather Fall	White	Close	1 Minute	Slows the fall of an object or person.	A feather plucked mid-flight.
62	Venom Spit	Black	Close	Instant	Shoots venom at a nearby target.	A snake's fang.
63	Elemental Spark	White	Close	Instant	Creates a spark of fire, ice, or lightning.	A stone of quartz.
64	Hex	Black	Close	1 Hour	Reduces a target's abilities temporarily.	An item belonging to the target.
65	Speak with Animals	White	Close	1 Minute	Communicates with a single animal.	An animal's tooth.
66	Dark Vision	Black	Self	1 Hour	Allows the caster to see in total darkness.	A bat wing.

Second Circle

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
11	Flame Burst	White	Medium	Instant	Shoots a small explosion of flame at a target.	A spark caught from a campfire.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
12	Ar- cane Bind	White	Close	1 Hour	Restrains a target with glowing magical ropes.	A knot tied during an eclipse.
13	Agony Curse	Black	Medium	5 Min-utes	Inflicts intense, dis- tracting pain on a target.	A personal item stolen from the tar- get.
14	Shroud of Shad- ows	Black	Self	10 Min-utes	Makes the caster nearly invisible in darkness.	A shadow trapped in a jar.
15	Water Shape	White	Close	30 Min-utes	Manipulates a small volume of water at will.	A seashell of- fered to the tide.
16	Poison Fog	Black	Medium	5 Min-utes	Creates a toxic cloud that weakens those within.	A venomous plant crushed at dusk.
21	Stone Skin	White	Self	10 Min-utes	Hardens the caster's skin, reducing dam- age.	A pebble car- ried for 7 days.
22	Haunt- ing Laugh- ter	Black	Medium	1 Hour	Unnerves targets with echoing, ghostly laughter.	The tooth of a madman.
23	Wind Surge	White	Medium	Instant	Creates a powerful gust to knock back foes.	A hawk's feather found on a cliff.

d66 Spell Code	Range	Duration	Effect	Acquisition Cost
24 Ani-Blackmate Bone	Close	1 Day	Animates a single bone as a servile minion.	A bone buried for 3 nights.
25 Mirror-Whet Shield	Close	5 Minutes	Reflects a portion of incoming attacks.	A shard of polished silver.
26 Mark-Black of Doom	Touch	1 Week	Curses a target to draw supernatural danger.	The blood of a willing accomplice.
31 Bea-Whetcon of Hope	Medium	1 Hour	Illuminates an area, dispelling fear and despair.	A sunflower grown in a sacred place.
32 Spec-Whetral Weapon	Close	10 Minutes	Conjures a glowing weapon to fight at your side.	A gem charged with sunlight.
33 Wail-Blackening Spirits	Medium	10 Minutes	Summons spirits to harass and disorient foes.	Ashes from a burned funeral pyre.
34 Wither-Black Limb	Medium	Instant	Shrivels a target's limb, reducing its function.	A brittle twig broken by moonlight.
35 Pro-Whetective Ward	Close	1 Hour	Creates a magical barrier that repels harm.	A charm blessed by a healer.
36 Dread-Black Aura	Close	5 Minutes	Projects fear, forcing weaker foes to retreat.	A dark gem from a forgotten mine.

d66	Spell Color	Range	Duration	Effect	Acquisition Cost
41	Ice White	Medium	Instant	Launches a deadly shard of ice at a target.	Water frozen under a full moon.
42	Night-Black	Medium	Instant	Fills a target's mind with horrifying visions.	A thorn soaked in blood.
43	Heal-White	Close	30 Min	Summons a gentle rain that heals minor wounds.	Freshly collected spring water.
44	Necrotic-Black	Touch	Instant	Inflicts a decaying wound that saps vitality.	A bone dusted with grave ash.
45	Em-power	White	Touch	Enhances the strength or skill of an ally.	A drop of your own blood.
46	Spec-Brown	Medium	10 Min	Restrains a target with ghostly, unbreakable chains.	A chain soaked in oil.
51	Earth-White	Medium	Instant	Causes a sharp spike of earth to erupt.	A stone from a mountain's peak.
52	Soul-Black	Touch	Instant	Drains life force to heal the caster slightly.	The breath of a dying creature.
53	Light-White	Long	Instant	Calls down a bolt of lightning on a target.	Metal struck by a storm.

d66	Spell Color	Range	Duration	Effect	Acquisition Cost
54	Crip-Black	Medium	1 Day	Weakens a target's strength and resolve.	A spider crushed underfoot.
55	Sanc-White	Close	1 Hour	Protects an area from hostile entry.	A circle of salt.
56	Flesh Black	Touch	Permanent	Twists a target's body into a grotesque form.	A piece of unworked iron.
61	Flame White	Close	30 Min	Surrounds the caster with protective fire.	A handful of coal.
62	Curse Black	Medium	10 Min	Forces a target to see unsettling apparitions.	A mirror cracked in anger.
63	Cleans White	Medium	Instant	Purges a single curse or dark influence.	A branch from a holy tree.
64	Phantom Black	Medium	5 Min	Summons an ethereal sword to strike foes.	A blackened piece of metal.
65	Shield White	Close	1 Day	Wards against dark magic and evil creatures.	A holy symbol.
66	Summon Black	Close	30 Min	Calls forth a shadowy servant for assistance.	The name of the deceased spoken aloud.

Third Circle

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
11	Inferno Wave	Black	Medium	Instant	Releases a wave of fire that scorches everything in its path.	A flame taken from a burning pyre.
12	Stone shape	White	Close	Permanent	Allows the caster to mold stone into a desired shape.	A piece of volcanic rock.
13	Spec-tral Army	Black	Close	1 Hour	Summons multiple ghostly warriors to fight for the caster.	Ashes of a battlefield warrior.
14	Healing Surge	White	Medium	Instant	Heals multiple allies in a small area.	Water from a sacred spring.
15	Abyssal Gate	Black	Medium	1 Minute	Opens a portal to summon a minor demon.	A rune-inscribed obsidian shard.
16	Wall of Ice	White	Medium	10 Minutes	Creates a solid wall of ice for protection or to trap foes.	A drop of glacial water.
21	Shadow Doppel-gänger	Black	Close	1 Hour	Creates a shadow clone to aid in battle or stealth.	The shadow of a dying man.
22	Solar Flare	White	Long	Instant	Blinds all enemies in the area with a flash of light.	A shard of gold exposed to sunlight.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
23	Death Wail	Black	Medium	Instant	Lets out a banshee-like scream, damaging all nearby.	A bone soaked in sorrow.
24	Earthquake	White	Long	Instant	Shakes the ground violently, toppling foes and structures.	A fault-line map drawn in blood.
25	Soul Shackles	Black	Touch	Permanent	Binds a victim's soul, enslaving them to the caster's will.	A soul captured during a full moon.
26	Blessed Sanctuary	White	Close	1 Day	Creates a holy refuge that heals and protects anyone within.	An oath sworn over an ancient relic.
31	Tempest Wrath	Black	Medium	10 Minutes	Summons a violent storm of wind and lightning.	A feather struck by lightning.
32	Ethereal Wings	White	Self	10 Minutes	Grants the caster the ability to fly.	A feather blessed by a priest.
33	Necrotic Wave	Black	Medium	Instant	Releases an aura that saps life from all within range.	Soil from an unmarked grave.
34	Elemental Binding	White	Medium	1 Hour	Binds a minor elemental to serve the caster.	A gem infused with elemental essence.

d66	Spell Color	Range	Duration	Effect	Acquisition Cost
35	Night-Black	Medium	10 Minutes	Summons a horrifying beast to attack enemies.	The blood of a freshly slain predator.
36	Moon-White	Close	1 Hour	Grants restful sleep and protection to all allies.	A leaf bathed in moonlight.
41	Flesh-Black	Close	Permanent	Turns a target to stone.	A petrified creature's claw.
42	Purifying-White	Medium	Instant	Burns away curses, diseases, and minor corruption.	A vial of phoenix ash.
43	Spirit's-Black	Medium	10 Minutes	Forces a spirit to obey the caster's will.	The spirit's true name, written in blood.
44	Arcane-White	Close	1 Hour	Creates a magical guardian that protects a designated area.	A crystal etched with glyphs.
45	Dark-Black	Close	1 Day	Grants the caster immense power, but at a great cost.	A blood pact with an ancient entity.
46	Divine-White	Medium	Instant	Calls upon a deity to perform a miraculous act.	A heartfelt prayer offered at dawn.

d66	Spell Color	Range	Duration	Effect	Acquisition Cost
51	Blight-Black	Long	10 Min	Summons a storm that spreads disease and decay.	A seed buried in tainted soil.
52	Sun-White	Long	Instant	Fires a concentrated ray of sunlight to smite enemies.	A golden medallion blessed by a druid.
53	Blood-Black	Medium	5 Min	Controls the movements of a living target.	A vial of the target's blood.
54	Verdant-White	Medium	1 Hour	Revitalizes a dead patch of land, causing plants to grow.	A seed planted during the equinox.
55	Wraith-Black	Self	10 Min	Transforms the caster into an intangible wraith.	A shroud woven with cursed thread.
56	Barrier-White	Close	10 Min	Erects an unbreakable wall of light.	A holy scripture read aloud.
61	Plague-Black	Touch	Permanent	Infects a target with a lethal, contagious disease.	A corpse left to rot for three days.
62	Celestial-White	Long	1 Hour	A heavenly chorus grants allies courage and focus.	A song sung under the open sky.
63	Phantom-Black	Medium	10 Min	Summons a small army of ghostly soldiers.	Relics from a forgotten war.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
64	Ele- mental Wrath	White	100 yds	Instant	Unleashes a devastating attack using fire, ice, or lightning.	A shard from an elemental core.
65	Black Void	Black	Medium	1 Hour	Creates a zone of darkness that drains vitality and hope.	A black pearl soaked in blood.
66	Holy Resur- rection	White	Close	Instant	Revives a recently deceased ally.	A rare herb plucked at sunrise.

Fourth Circle

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
11	Hellfire Blast	Black	100 yds	Instant	Unleashes an infernal explosion, devastating a large area.	Ashes from a pyre of sinners.
12	Stone Forti- fication	White	Close	1 Day	Raises a defensive stone structure around a location.	Stones carried from a sacred mountain.
13	Mass Wither- ing	Black	Medium	Instant	Drains vitality from multiple targets in the area.	The life essence of a rare flower.
14	Ra- dian Rain	White	100 yds	10 Min- utes	Summons a heal- ing rain over a vast area.	A crystal vial of untouched rainwater.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
15	Abyssal Chains	Black	Medium	1 Hour	Summons unbreakable chains to bind a powerful foe.	A shackle forged in fire.
16	Frost White Citadel	White	Close	1 Day	Creates a towering ice structure for shelter or defense.	Ice cut from a glacier.
21	Shadow Rift	Black	Medium	10 Min	Opens a portal to a shadow realm, releasing horrors.	The shadow of a slain creature.
22	Solar White Purge	White	Long	Instant	Purifies a massive area, dispelling dark magic and curses.	A sunstone blessed at noon.
23	Wail of the Damned	Black	Long	10 Min	Calls forth spectral screams that incapacitate foes.	The scream of a dying victim.
24	Guardian Wall	White	Close	1 Hour	Summons a stone giant to defend and assist allies.	A boulder imbued with runes.
25	Blood Price	Black	Touch	Instant	Trades the caster's vitality to save or enhance another.	A knife inscribed with the caster's name.
26	Holy White Circle	White	Close	1 Day	Creates a sanctified zone that wards off evil.	Sacred herbs burned at dawn.
31	Tempest Storm	Black	Long	10 Min	Summons a destructive storm	A feather soaked in stormwater.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
					with rain, wind, and lightning.	
32	Flight of Angels	White	Medium	1 Hour	Grants flight to all allies within range.	Feathers from a celestial bird.
33	Death Harvest	Black	Medium	Instant	Reaps the life force of all dying creatures nearby.	A scythe stolen from a death cult.
34	Elemental Convergence	White	Long	Instant	Summons fire, ice, and lightning simultaneously to attack.	Crystals of each element fused together.
35	Phantasmal Horror	Black	Medium	1 Hour	Creates an illusory nightmare that terrifies foes.	A mirror cursed by a sorcerer.
36	Sunlit Bastion	White	Close	1 Day	Raises a radiant fortress of light to protect allies.	A gemstone blessed by sunlight.
41	Flesh Rebirth	Black	Touch	Permanent	Restores a shattered body, but permanent leaves the target scarred.	A pound of living flesh.
42	Resurrection Ritual	White	Close	Instant	Revives a long-dead ally, though at great personal cost.	An ancient relic of the deceased.
43	Voidwalker	Black	Self	1 Hour	Transforms the caster into a shadow.	A shard of obsidian blessed by darkness.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
					owy form capable of phasing.	
44	Divine Command	White	Medium	Con-	Forces a celestial flict creature to obey your will.	A hymn sung flawlessly at dawn.
45	Dark Black Pact	Black	Touch	Week	Makes a powerful deal with a demon for immense power.	The caster's true name spoken aloud.
46	Sacred Bond	White	Medium	Day	Links allies, allowing them to share strength and vitality.	A silver chain forged during an eclipse.
51	Curse of Ages	Black	Touch	Per-	Afflicts the target with a slow, agonizing decay over time.	A cursed heirloom buried for 10 years.
52	Life Bloom	White	Medium	Per-	Causes an area to burst into vibrant life.	Seeds blessed by a druidic circle.
53	Black Tempest	Black	Long	Hour	Conjures a massive, chaotic storm of destruction.	A broken weapon from an ancient battle.
54	Heaven's Wrath	White	Long	Instant	Calls down divine fire to smite an enemy.	A prayer chanted by a choir.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
55	Necrotic Swarm	Black	Medium	5 Minutes	Summons a swarm of flesh-eating insects.	A jar of insects starved for days.
56	Celestial Ward	White	Close	1 Hour	Protects an area from all hostile magic.	A gemstone consecrated in a temple.
61	Infernal Maw	Black	Close	Instant	Summons a massive demonic mouth to devour a target.	A fang from a cursed beast.
62	Radiant Barrier	White	Close	1 Hour	Erects an unbreakable wall of divine light.	A relic blessed by a high priest.
63	Abyssal Pulse	Black	Medium	Instant	Releases a wave of corruptive energy that warps the environment.	Soil from a corrupted land.
64	Arcane Nova	White	Medium	Instant	Unleashes a burst of raw magical energy to repel enemies.	A rare crystal shattered under pressure.
65	Spectral Legion	Black	Medium	10 Minutes	Summons an army of spectral warriors.	The ashes of a burned battlefield.
66	Divine Resurgence	White	Close	Instant	Fully restores an ally's health and vitality.	The caster's greatest treasured item.

Fifth Circle

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
11	Infer- nal Storm	Black	Long	1 Hour	Unleashes a devastating storm of fire and brimstone.	A relic from a hellish plane.
12	Bastion of Eter- nity	White	Close	Perma- nent	Creates an inde-structible sanctu-ary infused with di-vine energy.	A gemstone shaped by holy hands.
13	Death Mark	Black	Medium	1 Week	Marks a target for death; the mark attracts malevolent entities.	A piece of the target's essence.
14	Divine Choir	White	Long	1 Hour	Calls upon angelic voices to heal and inspire all allies.	A pure note sung by the caster.
15	Void Col- lapse	Black	Medium	Instant	Creates a singu-larity that im-plodes, crushing everything nearby.	A black crystal charged with pain.
16	Heaven's Light	White	Long	10 Min- utes	Summons a pillar of radiant energy to banish darkness and evil.	A relic blessed at a temple's altar.
21	Dark Ascen- sion	Black	Self	1 Hour	Grants demonic wings and aug-mented strength but corrupts the caster further.	A vial of de-mon ichor.

d66	Spell Color	Range	Duration	Effect	Acquisition Cost
22	Resurrection Beacon	White	Close 1 Day	Revives all allies within range, at great cost to the caster.	A life willingly sacrificed.
23	Curse of Nightmares	Black	Medium 1 Month	Afflicts a target with unending, horrifying dreams.	The blood of someone betrayed.
24	Earthquake Maelstrom	White	Long 1 Day	Creates a massive quake that reshapes the battlefield.	A stone carved with ancient runes.
25	Blood Ritual	Black	Close 1 Hour	Enhances the caster's spells for a scene, at the cost of their own vitality.	The caster's blood, spilled in a circle.
26	Divine Shield	White	Medium 1 Day	Creates an impenetrable barrier around an ally.	A symbol of pure devotion.
31	Abyssal Rift	Black	Long 10 Min	Opens a portal to another plane, unleashing chaos.	A sacrificial offering to a planar entity.
32	Elemental Storm	White	Long 10 Min	Summons a storm of all four elements, targeting foes.	Crystals representing each element.
33	Eternal Servant	Black	Close Per-	Raises a powerful undead minion bound to the caster's will.	A fragment of the soul of a hero.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
34	Starfire	White	Long	Instant	Summons burning starlight to strike a target.	A shard of meteoric iron.
35	Harbin-ger of Doom	Black	Medium	1 Day	Creates an aura of despair, weakening all enemies within range.	The tears of a condemned soul.
36	Celestial Avatar	White	Self	1 Hour	Transforms the caster into a radiant figure of divine power.	A vow sworn under the stars.
41	Fleshcracker	Black	Touch	Permanent	Reshapes the flesh of a living target, with horrifying results.	A fresh heart from a strong beast.
42	Angelic Host	White	Close	10 Minutes	Summons celestial beings to assist in battle.	A hymn inscribed in gold.
43	Soul Corruption	Black	Medium	Permanent	Corrupts the soul of a target, binding them to the caster's will.	A vial of their spilled blood.
44	Holy Conflagration	White	Long	Instant	Unleashes a devastating explosion of divine fire.	A prayer offered by a congregation.
45	Infernal Pact	Black	Close	Permanent	Forms a lifelong bond with a powerful infernal entity.	The caster's greatest possession.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
					tity for immeasurable power.	
46	Light of Wholesalvation	White	Close	Instant	Fully heals all allies, dispelling all curses and afflictions.	A rare herb infused with sunlight.
51	Eternal Darkness	Black	Long	1 Hour	Shrouds the area in a magical darkness that nullifies light.	A lantern extinguished by a shadow.
52	Radiant Army	White	Medium	1 Hour	Summons an army of spectral warriors to fight alongside allies.	A relic of a fallen hero.
53	Necrotic Nova	Black	Medium	Instant	Releases a burst of necrotic energy, harming all in range.	A skull crushed under moonlight.
54	Divine Judgment	White	Long	Instant	Calls down divine energy to smite an entire enemy force.	A chalice of consecrated water.
55	Death's Embrace	Black	Touch	Permanent	Instantly kills a target and binds their soul to serve the caster.	The target's true name, spoken thrice.
56	Worldshaper	White	Close	1 Hour	Alters the environment to suit the caster's needs, creating shelter, bridges, or defenses.	A shard of the caster's homeland.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
61	Plaguebringer	Black	Long	1 Day	Spreads a devastating plague across an entire region.	An infected corpse burned to ash.
62	Blessing of Eternity	White	Close	1 Month	Grants an ally immense strength and vitality.	The caster's most precious memory.
63	Voidwalker Gate	Black	Medium	Permanent	Creates a portal between dimensions, but at great risk.	A sacrifice given willingly to the void.
64	Elemental Avatar	White	Self	1 Hour	The caster embodies the raw power of all elements.	The blood of four elemental creatures.
65	Black Hole	Black	Long	Constant	Creates a destructive black hole, annihilating everything in its center.	The caster's heart, metaphorically or literally.
66	Miracle	White	Long	Constant	Causes a miraculous event to occur, tailored to the caster's needs.	A sacrifice of pure intention.

Sixth Circle

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
11	Apocalypse Flame	Black	Long	Constant	Summons a firestorm capable	The ashes of a sacrificed kingdom.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
					of obliterating entire cities.	
12	Eternal Sanctuary	White	Close	Permanent	Creates an indestructible, sacred refuge that protects all within.	A relic forged from celestial metal.
13	Oblivion Mark	Black	Medium	Permanent	Brands a target for utter destruction by dark forces beyond this plane.	The caster's lifespan shortened by a decade.
14	Dawn of Creation	White	Long	Permanent	Restores a barren or destroyed land to vibrant life.	A seed from an ancient tree, soaked in blood.
15	Abyssal Collapse	Black	Medium	Instant	Summons a vortex that consumes all within its range, erasing them from existence.	A sacrifice of all the caster's remaining Luck.
16	Heaven's Triumph	White	Long	Instant	Calls forth a celestial army to decimate evil forces in a decisive battle.	A holy artifact purified in divine flames.
21	Shadow World	Black	Long	Day	Transforms the area into a shadow realm, bending reality to the caster's will.	The soul of a hero consumed in darkness.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
22	God-White	Close	1 Day		Bathes the area in divine light, repelling all darkness and corruption.	A divine relic offered to the light.
23	Soul Black	Long	Perma-		Extracts and consumes the souls of all living beings in a large area.	The caster's memories of loved ones.
24	Ele-White	Long	Perma-		Creates an elemental being of immense power to serve the caster.	A shard of pure elemental essence.
25	Curse Black	Touch	Perma-		Traps a soul in torment, unable to die or escape.	A personal vow to share the same fate.
26	Divine White	Close	Instant		Revives an ally fully, even if they've been dead for centuries.	The life force of the caster, aged by decades.
31	Infer-Black	Medium	1 Hour		Summons an infernal army bound to the caster's will.	The caster's heart metaphorically turned to stone.
32	Eternal White	Medium	Perma-		Creates an ever-burning holy fire to guard a sacred place.	A sacred text recited perfectly.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
33	Void Black	Long	Constant		Devours everything in a massive area, leaving only emptiness.	The caster's soul irrevocably tainted.
34	Pillar of Heaven	White	Long	Permanent	Raises an immense tower of light that becomes a beacon of hope.	The tears of a thousand believers.
35	World-breaker	Black	Long	Constant	Splits the earth, creating catastrophic destruction across the region.	A sacrifice of everything the caster values.
36	Arcane Apotheosis	White	Self	Hour	Transforms the caster into a semi-divine being of immense power.	The caster's mortal body.
41	Life Unbound	Black	Medium	Permanent	Grants immortality to a target, but at the cost of their humanity.	The caster's greatest ambition.
42	Eternal Harmony	White	Close	Permanent	Ends all conflict in a large area, fostering lasting peace.	A peace treaty forged between rivals.
43	Dark Star	Black	Long	Constant	Creates a black star that radiates destructive energy, killing all near it.	The caster's sight forever lost.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
44	Celestial Convergence	White	100 yds	Instant	Aligns celestial forces to perform a miraculous, world-changing event.	A vow of eternal servitude to a deity.
45	Infernal Apotheosis	Black	Self	Permanent	Transforms the caster into a powerful demonic entity.	The caster's mortal soul.
46	Light of Creation	White	100 yds	Permanent	Weaves new life into existence, creating creatures, plants, or even land.	A memory of perfect joy.
51	Eternal Hunger	Black	100 yds	Permanent	Imbues a target with an insatiable hunger, driving them to madness.	A cursed feast consumed by the caster.
52	Celestial Judgment	White	100 yds	Instant	Calls upon divine power to render ultimate judgment on a group or nation.	The caster's complete faith in their cause.
53	Nightfall	Black	100 yds	1 Month	Casts the world into unnatural darkness for an extended period.	A stolen fragment of the sun.

d66	Spell	Color	Range	Duration	Effect	Acquisition Cost
54	Miracle of Life	White	Close	Permanent	Brings back an entire region from ruin, restoring all life within it.	A sacrifice made with pure intent.
55	Corrupt the World	Black	Long	Permanent	Spreads corruption across a vast area, twisting it to the caster's will.	A ritual performed over a century.
56	Spirit Ascension	White	Close	Permanent	Elevates a soul to divine status, creating a new celestial entity.	A holy site consecrated by an angel.
61	Shadow Dominion	Black	Long	Permanent	Grants the caster control over an entire region, bending reality within it.	The caster's name erased from history.
62	Light Eternal	White	Long	Permanent	Binds the forces of light to protect an area for all time.	A relic from an ancient civilization.
63	Death's Kingdom	Black	Long	Permanent	Creates a realm of undeath, raising legions of the dead.	The caster's lineage sacrificed.
64	Eternal Vigil	White	Close	Permanent	Grants the ability to watch over a location or group forever, even in death.	The caster's bond to mortal existence.
65	Oblivion Gate	Black	Long	Constant	Opens a portal to an unknown dimension.	The caster's sanity.

d66	Spell	Cost	Range	Duration	Effect	Acquisition Cost
					mension, erasing all within its reach.	
66	Ascend to Divinity	White	Self	Permanent	The caster becomes a god-like being, transcending mortality.	The caster's willingness to leave all behind.

Mishaps Table

d66	Mishap
11	Arcane Explosion: The spell violently detonates, causing harm to the caster and everything within Close range.
12	Reality Fracture: A rift to another plane opens briefly, releasing hostile creatures or destabilizing the area.
13	Spell Rebound: The spell's effect turns on the caster with double intensity.
14	Elemental Chaos: The spell summons uncontrolled elemental forces (fire, ice, wind, etc.) that wreak havoc.
15	Wild Magic Surge: A random magical effect occurs, unrelated to the original spell. Roll again on this table for details.
16	Temporal Distortion: Time in the area warps, causing rapid aging or slowing of individuals and objects.
21	Life Drain: The caster loses all remaining Luck and suffers debilitating exhaustion.
22	Phantom Manifestation: Ghostly apparitions fill the area, terrifying or attacking indiscriminately.

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- 23 **Spell Amplification:** The spell's effect escalates uncontrollably, impacting unintended targets.
- 24 **Blighted Ground:** The land within Medium range becomes corrupted, withering plants and sickening creatures.
- 25 **Curse Echo:** The spell leaves behind a lingering curse on the caster or their surroundings.
- 26 **Mind Shatter:** The caster suffers temporary insanity, hearing voices or seeing hallucinations for 1 day.
- 31 **Ethereal Shift:** The caster is partially pulled into another plane, becoming ghostly and unable to interact with the physical world for 10 minutes.
- 32 **Chain Reaction:** The spell triggers nearby magical effects or items, creating a cascade of unpredictable outcomes.
- 33 **Magical Conflagration:** Nearby objects ignite or explode, spreading chaos in the environment.
- 34 **Summoning Mishap:** A random, hostile creature is summoned and immediately attacks the caster.
- 35 **Memory Wipe:** The caster forgets the spell they just attempted, requiring re-learning.
- 36 **Veil of Darkness:** A magical darkness envelops the area, obscuring all vision for 10 minutes.
- 41 **Unstable Mutation:** The caster or a target of the spell gains a grotesque physical alteration.
- 42 **Energy Drain:** All magic in the area, including the caster's, is nullified for 1 hour.
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- 43 **Backlash:** The caster is thrown violently by the spell's energy, taking damage and being incapacitated briefly.
- 44 **Hostile Spirits:** Malevolent spirits appear and begin attacking everyone present.
- 45 **Dimensional Tear:** Gravity and space twist in the area, creating unpredictable movement or disorientation.
- 46 **Corruptive Influence:** The caster gains an immediate point of Corruption.
- 51 **Frenzied Beasts:** Nearby animals are driven into a violent rage, attacking indiscriminately.
- 52 **Mirror Reflection:** The spell creates an evil duplicate of the caster, intent on their destruction.
- 53 **Cursed Winds:** A howling wind carries a curse that spreads misfortune to everyone in the area.
- 54 **Frozen Time:** Time freezes briefly for everyone except the caster, who is unable to interact with anything.
- 55 **Arcane Feedback:** Magical energy lashes back, severely injuring the caster and damaging their surroundings.
- 56 **Eldritch Whisper:** A cosmic entity notices the spell, marking the caster for future torment.
- 61 **Catastrophic Collapse:** Structures in the area weaken or collapse entirely, creating hazards.
- 62 **Reality Inversion:** The laws of physics temporarily break, with bizarre effects like floating objects or reversed gravity.
- 63 **Hex Wave:** A pulse of energy spreads from the spell, randomly cursing everyone it touches.
-

- 64 **Shadow Infusion:** The area becomes permanently infused with dark energy, attracting dangerous creatures.
- 65 **Unstoppable Growth:** Plants and fungi rapidly overtake the area, creating an impassable jungle.
- 66 **Void Manifestation:** A fragment of the void materializes, consuming everything in its vicinity before disappearing.

Corruption Table

	1	2	3	4	5	6
1	Black- ened Eyes	Claw- like Hands	Hair Turns Ash White	Marked by Shad- ows	Rotting Flesh Odor	Gaunt, Skeletal Appear- ance
2	Cracked Skin	like Growth	Fangs Replace Teeth	Un- nerv- ing Glow	Perma- nent Chill	Bloody Tears
3	Fiery Veins	Voice Be- comes Echo- ing	Eyes Drip Black Ichor	Aura of Dread	Warped, Twisted Limbs	Crawling Shadows on Skin
4	Patchy Decay	Lich- like Hollow Eyes	Uncon- trollable Tremors	Insatiable Hunger	With- ered Fingers	Blood Burns to Ash

	1	2	3	4	5	6
5	Twisting Scars	Smoke Escapes Mouth	Phantom Limbs Appear	Unnatural Laughter	Face Loses Symmetry	Mark of the Abyss
6	Burrowing Touch	Spines Emerge from Back	Hair Turns to Tendrils	Screaming Visions	Weakness to Sunlight	Faint Whispers Follow

Companions and Followers

Companions and followers add depth to the narrative by providing additional skills, moral dilemmas, and story hooks. They are treated as simplified characters with their own motivations and vulnerabilities, tied to the protagonist through a **Loyalty** mechanic. This system integrates seamlessly with the core mechanics of *Loner: Steel & Sorcery*.

Creating a Companion

Companions are defined by a minimal set of traits:

1. **Concept:** A short phrase capturing their role and personality.
 - Examples: *“Cunning Scout,” “Jaded Mercenary,” “Faithful Beast,” “Cursed Alchemist.”*
2. **Skill:** A single tag representing their primary ability.
 - Examples: *“Keen Tracker,” “Healing Touch,” “Ferocious Bite.”*
3. **Frailty:** A vulnerability that might hinder them in certain situations.
 - Examples: *“Cowardly,” “Overzealous,” “Injured Leg.”*
4. **Gear:** One piece of special equipment they carry or use.

- Examples: *“Iron Bow,” “Alchemist’s Satchel,” “Rugged Cloak.”*
5. **Loyalty:** A tracker that measures their connection to the protagonist, starting at **Neutral**.

Loyalty

Loyalty Levels

Loyalty is a qualitative tag that reflects how the companion feels about the protagonist. It influences their willingness to assist, stay, or even betray. Use descriptive levels:

- **Devoted:** Willing to risk their life for the protagonist.
- **Loyal:** Committed to helping but with boundaries.
- **Neutral:** Cooperative but distant.
- **Doubtful:** Hesitant to assist, may question decisions.
- **Hostile:** Actively working against the protagonist or leaving.

Gaining and Losing Loyalty

Loyalty shifts based on the protagonist’s actions and the companion’s perspective. Consider the companion’s Concept, Skill, and Frailty when determining impact.

- **Gain Loyalty:**
 - Protecting or saving the companion in a dangerous situation.
 - Acting in alignment with their moral code or shared goals.
 - Gifting valuable resources or fulfilling their personal quests.

- **Lose Loyalty:**

- Ignoring their advice or exposing them to unnecessary danger.
- Betraying their trust or acting against their values.
- Failing to assist them in critical moments.

Loyalty Changes

When an action might shift Loyalty, roll the Oracle: - **Yes, and...:** Loyalty improves significantly (e.g., from *Neutral* to *Devoted*). - **Yes:** Loyalty improves slightly (e.g., from *Neutral* to *Loyal*). - **Yes, but...:** Loyalty improves, but at a cost (e.g., resources or reputation). - **No, but...:** Loyalty decreases slightly but opens a chance for redemption. - **No, and...:** Loyalty decreases significantly, leading to potential consequences (*Hostile*, betrayal, or departure).

Using Companions in Gameplay

Assisting the Protagonist

- **Skill Rolls:** When the companion's Skill is relevant, add a Chance Die for Advantage.
- **Independent Actions:** Companions can act on their own in scenes (e.g., scouting, creating distractions).
- **Sacrifices:** Devoted companions might intervene to shield the protagonist from harm, taking consequences on themselves.

Conflict Resolution

Companions can participate in conflicts, using their **Skill** and **Gear** to assist. However: - They are more vulnerable than the protagonist. If they lose all their Luck or face a severe consequence, they might: - Suffer a permanent Frailty Tag (e.g., "*Shaken Spirit*," "*Lost Arm*"). - Become Doubtful or Hostile in their Loyalty. - Die, depending on the narrative.

Managing Frailties

Companions' Frailties can affect their performance. For example: - A "*Cowardly*" companion might require a Loyalty roll to act under pressure. - An "*Injured Leg*" might slow the group or prevent certain actions.

Companion Examples

Scout: "Kara, Shadow Stalker"

- **Skill:** "*Silent Movement.*"
- **Frailty:** "*Distrustful of Outsiders.*"
- **Gear:** "*Iron Bow.*"
- **Concept:** A cautious ranger with a tragic past, Kara excels in stealth but struggles to trust anyone.
- **Loyalty:** Starts as *Neutral*, leaning toward *Doubtful* if Kara feels unvalued.

Beast: "Skarn, Dire Wolf"

- **Skill:** "*Ferocious Bite.*"
- **Frailty:** "*Fear of Fire.*"
- **Gear:** "*Thick Hide (counts as light armor).*"
- **Concept:** A loyal dire wolf companion, protective but terrified of flames.
- **Loyalty:** Starts as *Loyal*, prone to *Doubtful* if the protagonist exposes Skarn to fire.

Mercenary: "Doran, Blades-for-Hire"

- **Skill:** "*Deadly Swordsmanship.*"
- **Frailty:** "*Greedy.*"
- **Gear:** "*Steel Greatsword.*"
- **Concept:** A capable fighter motivated by coin rather than ideals.

- **Loyalty:** Starts as *Neutral*, gaining Loyalty through gold or lucrative missions.

Companion Downtime

Companions can also benefit from downtime activities:

1. **Healing Frailties:** Use Rest and Recovery rules to heal companion injuries or resolve their doubts.
2. **Training:** Allow companions to gain new Skills or improve existing ones.
3. **Bonding:** Spend downtime building rapport with companions to improve Loyalty (e.g., shared stories, gifts, or meaningful gestures).

Optional: Companion Betrayal

If Loyalty drops to *Hostile*, a companion might betray the protagonist. Use the Oracle to determine the nature of the betrayal:

- **Yes, and...:** The betrayal is devastating (e.g., they sabotage a critical mission).
- **Yes:** They leave the group, possibly returning as a rival.
- **Yes, but...:** Their betrayal is reluctant, leaving room for reconciliation.
- **No, but...:** They stay but remain untrustworthy.
- **No, and...:** The companion remains loyal despite doubts.

Optional Rules

Morality and Reputation

This system introduces two interconnected elements: **Morality**, which reflects the character's personal ethical compass, and **Reputation**, which determines how various groups or supernatural forces perceive them. Both are qualitative, tag-

based systems that integrate seamlessly with the game's existing mechanics.

Morality

Morality is defined by **tags** that represent key actions, decisions, or patterns of behavior. These tags do not dictate gameplay but serve as narrative prompts and influence interactions with the world.

1. **Tag Tracking:** List all Morality Tags on the character sheet, organized by themes (e.g., *Justice*, *Power*, *Faith*).
2. **Influence on Play:** When a Morality Tag applies to a situation, it can:
 - Grant **Advantage** or **Disadvantage** in rolls, depending on the context.
 - Trigger unique narrative events or interactions.
3. **Tag Evolution:** As the narrative progresses, combine or refine existing tags to reflect character growth. For example, "*Merciful Executioner*" might evolve into "*Reluctant Warrior of Justice*."

Whenever the character performs a morally significant action, assign a **Morality Tag** that represents their choice.

Examples:

- "*Merciful Executioner*" (spared a foe but left them crippled)
- "*Blood-Soaked Avenger*" (took violent revenge) - "*Oath-breaker*" (betrayed a solemn vow) - "*Guardian of the Weak*" (defended the helpless) - "*Desecrator*" (defiled a sacred place) - "*Redeemer*" (helped an enemy seek forgiveness)

Reputation

Reputation reflects how the character is perceived by specific **Factions**, **Groups**, or **Supernatural Forces**. Like Morality,

it uses **tags**, but these are tied to the character's standing with external entities.

1. Create a simple list of **Factions or Forces** relevant to the game.
2. Assign **Reputation Tags** based on significant interactions or actions taken.
3. Reputation tags are narrative, not numerical. For example:
 - *"Feared Champion of the Wastes"* with the *Nomads of the Wailing Steppes*.
 - *"Bearer of Cursed Knowledge"* with a *Supernatural Entity*.
 - *"Traitor to the Throne"* with a ruling kingdom.

Each faction or force has a **Reputation Track**, starting as **Neutral**. As the character interacts with them, tags are assigned to denote their standing.

Interaction Between Morality and Reputation

Morality and Reputation can influence each other:

1. **Reputation Impact:** A Morality Tag might alter how factions perceive the character. For example: *"Merciful Executioner"* could lead a benevolent faction to tag the character as *"Worthy of Trust"* but a cruel faction to tag them as *"Weak."*
2. **Moral Dilemmas:** Reputation might pressure the character into actions that conflict with their morality. For example: A faction demands the character burn a sacred grove to prove loyalty, challenging their *"Guardian of the Forest"* Morality Tag.

Heroic Feats

Heroic Feats represent moments of extraordinary effort where a character achieves the nearly impossible. These

feats allow players to create dramatic, impactful scenes that transcend normal limits. However, such actions come at a cost, introducing tension and consequences.

1. **Earning Destiny Points:**

- Characters start each session or adventure with **1 Destiny Point**.
- Additional Destiny Points can be earned through:
 - Completing significant story milestones.
 - Overcoming major challenges or adversaries.
 - Roleplaying intense moments of sacrifice or moral conflict (e.g., giving up a personal goal to save others).

2. **Spending Destiny Points:**

- A Destiny Point is spent to perform a **Heroic Feat**, allowing the player to achieve something remarkable or improbable.
- Once spent, the Destiny Point is gone and can only be replenished by earning it again through gameplay.

When a character attempts a Heroic Feat: 1. **Declare the Feat:** The player describes what extraordinary action they want to achieve. Examples include: - Defeating a powerful foe in a single stroke. - Leaping across a chasm with no possible fallback. - Convincing a hostile faction leader to call off an attack. - Casting a spell far beyond the normal bounds of magic. 2. **Spend a Destiny Point:** Burn a Destiny Point to activate the feat. 3. **Resolve the Feat:** - Roll the Oracle as usual but with a twist: - Success is more likely, but failure introduces a dramatic cost. - Use Advantage (add a **Chance Die**) to reflect the extraordinary effort. - The outcome of the roll dictates the result, modified by the Twist Counter if necessary.

Heroic Feat Outcomes

Or- acle Re- sult	Heroic Feat Outcome	Cost
Yes, and..	The feat succeeds spectacularly, exceeding expectations.	Gain a Morality or Reputation Tag (positive or neutral).
Yes	The feat succeeds as intended.	The character suffers a minor setback (e.g., temporary exhaustion).
Yes, but..	The feat succeeds, but there's an immediate complication.	The Twist Counter increases by 1 or a Frailty Tag is triggered.
No, but...	The feat fails, but something beneficial happens as a consolation.	The character loses an important resource (Gear, Luck, Reputation).
No	The feat fails outright.	The character suffers significant consequences (e.g., injury, loss).
No, and...	The feat fails catastrophically, worsening the situation.	A major cost is imposed (e.g., permanent damage or narrative shift).

Costs of Heroic Feats

Heroic Feats are powerful but taxing. Spending a Destiny Point often introduces a **cost** beyond the immediate roll result. Examples include: - **Physical Costs:** Exhaustion, temporary or permanent loss of Luck, or Frailty Tags (*"Weakened," "Drained of Energy"*). - **Narrative Costs:** Allies' disapproval,

gaining a negative Reputation Tag (*“Reckless Desperado”*), or provoking a powerful enemy. - **Environmental Costs:** Collateral damage, such as causing a landslide or breaking a fragile alliance.

Downtime Activities

Downtime activities provide a structured way to develop the character and their story between adventures. These activities allow players to spend time improving their gear, recovering from injuries, crafting items, building alliances, or learning new skills. The downtime system integrates with the tag-based mechanics of *Loner: Steel & Sorcery*, ensuring simplicity while enriching the narrative.

Downtime Actions

During downtime, the character can choose one or more activities. Each activity typically takes one “unit” of time, such as a day, a week, or a season, depending on the campaign’s pace.

1. Rest and Recovery

Focus on healing long-term injuries, removing Frailty Tags, and recovering from narrative consequences of past events.

Roll the Oracle to determine the effectiveness of recovery efforts:

- **Yes, and....:** Fully recover and gain a beneficial Tag (e.g., *“Resilient”* or *“Hardened Survivor”*).
- **Yes:** Remove one Frailty Tag or mitigate a significant consequence (e.g., healing a serious wound or clearing a *“Cursed”* condition).
- **Yes, but....:** Recovery succeeds, but at a cost (e.g., an unexpected delay, additional resources spent, or a lingering minor effect like *“Sore Limb”*).

- **No, but...:** Recovery is incomplete—gain partial relief, but the injury persists in a diminished form (e.g., “*Weakened Arm*” becomes “*Sore Limb*”).
- **No:** Recovery fails, leaving the injury or condition unchanged, consuming resources without results.
- **No, and...:** Recovery fails, and the injury worsens or introduces new complications (e.g., gaining an additional Frailty Tag like “*Lingering Pain*” or aggravating an existing condition).

2. Crafting

Create or repair gear, enchant items, or brew potions.

- Declare the item to be crafted and any special qualities it should have (e.g., “*Lightweight Armor*,” “*Poisoned Dagger*”).
- Roll the Oracle:
 - **Yes, and...:** The crafting succeeds perfectly, and the item gains an additional beneficial Tag (e.g., “*Unbreakable*” or “*Enhanced Precision*”).
 - **Yes:** The crafting succeeds, and the item is created as intended.
 - **Yes, but...:** The crafting succeeds, but with a minor issue (e.g., “*Requires Regular Maintenance*” or consumes more resources than expected).
 - **No, but...:** The crafting fails, but some materials are salvageable, allowing for a second attempt or partial success.
 - **No:** The crafting fails, and the materials are lost or rendered unusable.
 - **No, and...:** A catastrophic failure occurs, consuming all resources and introducing a complication (e.g., “*Accidentally Cursed*” or “*Causes Injury During Use*”).

3. Training

Learn a new Skill or refine an existing one.

- Spend the downtime working with a mentor, practicing alone, or studying ancient texts.
- Roll the Oracle:
 - **Yes, and...:** Gain additional insight, adding a related Gear or Frailty Tag (*"Shattered Shieldmaster"* evolves into *"Master of the Broken Defense."*).
 - **Yes:** Gain or enhance a Skill Tag.
 - **Yes, but...:** Training succeeds, but with a complication (e.g., the training takes longer than expected, or it temporarily drains resources like *"Fatigued"*).
 - **No, but...:** The training is incomplete, but the character gains partial benefits (e.g., temporary Advantage in a specific scenario).
 - **No:** Training fails, and no progress is made.
 - **No, and...:** Training backfires, causing frustration or physical strain (gain a Frailty Tag like *"Injured Wrist"* or *"Discouraged Learner"*).

4. Building Alliances

Forge relationships with factions, NPCs, or groups.

- Declare the group and your intention (e.g., *"Convince the Shadow Guild to ally with me."*).

- Roll the Oracle:
 - **Yes, and...:** The alliance provides immediate aid or resources, exceeding expectations (e.g., *“Shadow Guild offers elite mercenaries.”*).
 - **Yes:** The alliance is formed, granting a Reputation Tag (*“Trusted by the Shadow Guild.”*).
 - **Yes, but...:** The alliance is tentative or comes with conditions (e.g., *“The Shadow Guild demands a favor in return.”*).
 - **No, but...:** The negotiation fails, but there’s a chance to revisit the opportunity later (e.g., *“They remain neutral for now but might reconsider.”*).
 - **No:** The negotiation fails outright, and the group remains disinterested or wary.
 - **No, and...:** The attempt worsens relations, creating a negative Reputation Tag (*“Enemy of the Shadow Guild”* or *“Deemed Untrustworthy.”*).

5. Research

Investigate lore, uncover secrets, or analyze magical artifacts.

- Declare the subject of research (e.g., *“The Crown of Khemru”* or *“The Riverlands’ Hidden Vaults”*).

- Roll the Oracle:
 - **Yes, and...:** Discover an additional, unexpected clue or opportunity (e.g., *“Uncover a hidden ritual linked to the Crown.”*).
 - **Yes:** Learn key information relevant to your research goal.
 - **Yes, but...:** Gain useful information, but it comes with a complication (e.g., *“You must obtain a rare resource to proceed further.”* or *“The artifact is cursed.”*).
 - **No, but...:** Partial information is gained, but it’s incomplete or misleading (e.g., *“The vault exists, but its location is obscured by riddles.”*).
 - **No:** The research yields no results or leads.
 - **No, and...:** The research triggers unintended consequences (e.g., *“A rival faction learns of your interest and takes action.”* or *“The artifact reacts violently during analysis.”*).

6. Exploration Preparation

Plan your next adventure, scout locations, or stock up on supplies.

Roll the Oracle to assess the success of your preparation:

- **Yes, and...:** Discover a shortcut or unexpected resource (e.g., *“Find a hidden trail that reduces travel time.”* or *“Gain surplus supplies.”*).
- **Yes:** Gain a useful map, item, or advantage for the journey (e.g., *“Acquire a reliable guide.”*).
- **Yes, but...:** The preparation succeeds, but at a cost (e.g., *“Lose extra time or resources during planning.”* or *“The map is incomplete but usable.”*).
- **No, but...:** Gather incomplete or flawed information, leading to potential challenges (e.g., *“Scout an incorrect route, but learn about a nearby landmark.”*).

- **No:** The preparation fails, leaving you underprepared or uninformed.
- **No, and...:** The preparation backfires, introducing a hazard or false lead (e.g., *“The route is dangerous, leading to a trap.”* or *“Supplies are spoiled or insufficient.”*).

Costs and Risks

Downtime activities often require resources, and failure can introduce complications: 1. **Resource Costs:** - **Healing:** Payment for healers or materials for poultices. - **Crafting:** Rare components or tools. - **Training:** Access to mentors or texts. - **Alliances:** Gold, favors, or reputation sacrifices. 2. **Complications:** - Failed rolls might generate new Frailty Tags (*“Exhausted,” “In Debt”*). - Introduce risks like rival crafters sabotaging your work or factions becoming suspicious of your motives.

Downtime Tables

Crafting Resources

D6	Resource
1	Ironwood from the Weeping Forest
2	Scales from a Shadow Wyrn
3	Ashes of a Pyromancer’s Tome
4	Crystals from the Singing Peaks
5	Cursed Silver from Khemru
6	Starshards from the Abyssal Rift

Faction Reaction

D6	Outcome
1-2	Suspicious

D6	Outcome
3-4	Neutral
5	Cordial
6	Friendly

Travel and Survival

Travel and survival in *Loner: Steel & Sorcery* are essential to the sense of adventure and danger. These mechanics introduce environmental hazards, resource management, and procedural exploration while tying into the core resolution system. This system ensures that the journey itself becomes a rich narrative filled with challenges, discoveries, and hard choices.

Travel Phases

A journey is broken into three distinct phases: **Preparation**, **Journey**, and **Arrival**.

1. Preparation

Before embarking, the protagonist prepares for the journey by determining their destination, gathering resources, and setting priorities.

• **Choose Your Destination:**

- Decide where you're headed and why. The Oracle can help determine a rumored location or plot-relevant goal.
- Example Questions for the Oracle:
 - “*Is the location nearby?*”
 - “*Does the destination have a specific danger?*”

• **Stock Up on Supplies**

- Supplies include food, water, medical kits, and special equipment. Create Tags for key items, like *“Weeks of Rations”* or *“Portable Shelter.”*
- Roll the Oracle to determine if preparation succeeds.
 - **Yes, and...:** Gain high-quality or surplus supplies (*“Extra Dry Rations”* or *“Weatherproof Cloak”*).
 - **Yes:** You gather adequate supplies for the journey, meeting basic needs without issues.
 - **Yes, but...:** You gather enough supplies, but some are of lower quality (*“Stale Rations”* or *“Damaged Water Flask”*).
 - **No, but...:** Supplies are insufficient, but you manage to find a partial substitute (*“Foraged Food”* or *“Improvised Shelter”*).
 - **No:** You fail to gather enough supplies, leaving the group underprepared for the journey.
 - **No, and...:** Supplies are insufficient, or an essential item is missing (*“Forgot the Compass”*), and the attempt results in wasted time or other consequences (*“Lose 1 Luck”*).

2. The Journey

The journey itself involves managing resources, navigating hazards, and uncovering opportunities.

A. Progress and Pace

- The speed of travel determines how many rolls or events occur along the way:
 - **Fast Pace:** Cover more distance but risk higher exhaustion or missed opportunities.
 - **Slow Pace:** Travel cautiously, reducing risks but increasing time and resource consumption.
- Roll the Oracle to check if progress is smooth or interrupted:
 - **Yes, and...:** Advance smoothly and find something beneficial (a shortcut, hidden trail, or safe resting spot).
 - **Yes:** Advance without incident, making steady progress.
 - **Yes, but...:** Progress is made, but a minor inconvenience arises (e.g., light rain, minor injury).
 - **No, but...:** Progress is delayed, but you gain useful information or resources (e.g., scout an alternate route, discover fresh water).
 - **No:** Progress is significantly slowed due to a challenge (e.g., a fallen tree, washed-out path).
 - **No, and...:** A major obstacle halts progress entirely (e.g., blocked canyon, bandit ambush).

B. Resource Management

Track the depletion of supplies using Tags. - Example: - *"Weeks of Rations"* might degrade into *"Low Rations"* or *"Spoiled Food"*. - At the end of each day or travel segment, roll the Oracle to determine resource consumption: - **Yes, and...:** Supplies hold up perfectly and are even conserved (*"Extra Rations Remaining"*). - **Yes:** Resources hold up fine, no issues. - **Yes, but...:** Resources are adequate but slightly diminished (*"Reduced Rations"*). - **No, but...:** Supplies are depleted, but you can make do with substitutes (*"Foraged"*

Food” or *Watered Down Provisions*”). - **No**: Supplies are significantly depleted, leaving the group underprepared. - **No, and...**: Resources are not only depleted but damaged or lost (*Spoiled Water*” or *Torn Food Sack*”).

C. Foraging and Scavenging

Characters can attempt to gather food, water, or other materials to replenish resources. - Roll the Oracle to determine the outcome: - **Yes, and...**: Gather abundant supplies, including rare or valuable finds (*Wild Game and Medicinal Herbs*”). - **Yes**: Gather enough supplies for a day (*Fresh Berries*,” *River Water*”). - **Yes, but...**: Gather enough to survive but with drawbacks (e.g., low-quality food or difficult terrain). - **No, but...**: Gather only minimal supplies and face potential risks (*Barely Enough Water*”). - **No**: Foraging fails, resulting in hunger or thirst. - **No, and...**: Foraging fails and triggers a danger (*Attracts Predator*” or *Poisonous Plants Consumed*”).

D. Environmental Hazards

Hazards create tension and test survival skills. Use the Oracle to determine if the group encounters a hazard and how they handle it.

- Roll the Oracle to determine how the hazard affects progress:
 - **Yes, and...:** Hazard is avoided entirely, and the group benefits (e.g., spotting a safe path or bypassing danger).
 - **Yes:** Hazard is avoided or managed without issues.
 - **Yes, but...:** The hazard is managed, but it consumes resources or causes minor harm (*“Lost Water Bottle,” “Sprained Ankle”*).
 - **No, but...:** The hazard causes minor damage or delays but reveals an opportunity (*“Hidden Cave for Shelter”*).
 - **No:** The hazard causes significant delays or harm (*“Lost Supplies in Quicksand”*).
 - **No, and...:** The hazard is disastrous, causing severe setbacks or injuries (*“Injured Party Member,” “Severe Storm Damage”*).

D6 Roll	Hazard Type	Example
1	Weather	Blizzard, sandstorm, torrential rain.
2	Terrain	Landslide, quicksand, narrow cliffs.
3	Wild Creatures	Predator attack, venomous insects.
4	Lack of Resources	Dried riverbed, barren landscape.
5	Disease or Sickness	Food poisoning, heatstroke.
6	Ambush	Bandits, rival adventurers.

E. Weather Impacts

Dynamic weather influences survival and travel.

- Roll for weather at the start of each travel day.

- Characters may attempt to mitigate weather effects (e.g., setting up shelter, changing routes).

D6 Roll	Weather Condition			Effect
1	Clear			Normal progress.
2	Overcast			Dulls morale, harder to navigate.
3	Rain			Slows progress, risk of illness.
4	Storm			Halts travel, damages supplies.
5	Extreme Heat or Cold			Exhaustion, faster resource depletion.
6	Magical or Unnatural			Reality warps, curses, strange phenomena.

3. Arrival

Upon reaching the destination, determine what awaits.

Location Discovery

Roll the Oracle to describe the location:

- **Yes, and...:** The location matches expectations and offers a significant bonus (e.g., *“A hidden ally is waiting,” “A trove of ancient artifacts”*).
- **Yes:** The location matches expectations and is as anticipated (e.g., *“The ruins are intact, ready to explore”*).
- **Yes, but...:** The location matches expectations but presents a minor complication (e.g., *“Partially flooded ruins,” “Tensions with locals”*).
- **No, but...:** The location is not what you expected, but there’s a silver lining (e.g., *“The town is abandoned, but you find a useful map”*).

- **No:** The destination is not what you expected and offers no immediate advantages (e.g., *“The ruins have been looted”*).
- **No, and...:** The destination is more dangerous or useless than expected (e.g., *“A powerful foe is occupying the area,”* *“The cave leads to a deadly trap”*).

Rest and Recover

Safe destinations allow downtime for recovery or resupply. Use downtime rules to resolve actions like healing or building alliances.

The Shrouded Continent of Khor'Dara

Khor'Dara is a mythical lost continent, cloaked in shadow and intrigue, its existence debated by philosophers and storytellers alike. Some claim it lies beyond the uncharted seas of the ancient world, while others insist it slumbers beneath the surface, deep within the Hollow Earth, accessible only through forgotten fissures and labyrinthine caves. In this timeless epoch, where primeval forces vie with men and gods alike, Khor'Dara exists as a testament to the precarious balance between ambition and ruin.

The land is defined by stark contrasts: untamed wilderness where colossal beasts prowl and the laws of nature warp unpredictably; decadent city-states where wealth pools in gilded ziggurats, while the shadows teem with intrigue and unrest; and borderlands where neither civilization nor chaos holds sway, leaving space for nomadic tribes, rogue warlords, and things best left unnamed. Magic weaves through Khor'Dara like an unsteady pulse—feared for its corruption, yet coveted for its power. It is a force both divine and perilous, marking those who wield it with scars of their arrogance or desperation.

Lands of Conflict

Geographical Regions

- **The Wailing Steppes:** These endless plains stretch to the horizon, dotted with clusters of ancient burial mounds and weathered monoliths. The nomadic tribes who roam this harsh land are masters of endurance, hunting colossal megafauna like woolly saurians and horned thunderbeasts with spears crafted from bone and flint. At night, the winds howl through the open expanse, carrying whispers that chill even the bravest souls. Tribes claim these are the voices of restless ancestors or forgotten gods, and to ignore them is to court misfortune. Rival clans often clash in brutal skirmishes over hunting grounds, their blood soaking the earth that sustains them.
- **The Spine of Kharn:** Jagged peaks rise like the shattered ribs of a fallen titan, casting long shadows over the valleys below. Treacherous paths wind through the mountains, luring travelers with the promise of hidden treasures. Ancient ruins, half-buried in snow and rockslides, whisper of a lost civilization whose stone-skinned sentinels still patrol the heights. The air here is thin and sharp, carrying the cries of monstrous predators that stalk the cliffs. Those who dare these heights speak of storms that appear from nowhere, howling with a supernatural fury that drives even the hardiest mountaineers to their knees.

- **The Verdant Abyss:** A suffocating canopy of greenery casts this jungle into perpetual twilight, its air heavy with the scent of decay and the constant buzz of unseen insects. Massive predators, their scales and feathers gleaming with hues unseen in the outside world, stalk the dense undergrowth. The flora is no less deadly—vines that constrict like serpents, blossoms that exhale toxic mists, and trees that seem to move when no one is watching. Crumbling temples and ziggurats, overrun by moss and vines, hide the remnants of an elder race whose motives remain inscrutable. Explorers often vanish here, their fates whispered about in fearful tones.
- **The Scorched Wastes:** Once the fertile breadbasket of Khor'Dara, this land is now a desolate expanse of cracked earth and shimmering heat. Great fissures scar the ground, belching occasional plumes of sulfur and flame. Travelers speak of mirages that tempt the desperate with visions of cool waters and lush oases, only to vanish at the last moment. Fire-spirits known as **Ember Wraiths** patrol the dunes, their glowing eyes the last thing many see before their demise. Despite the peril, the Wastes are said to conceal vast treasures from the days when this was a thriving heartland—artifacts too precious to be left undisturbed.

- **The Riverlands of Nurim:** This sprawling delta is a labyrinth of slow-moving waterways, teeming with life both mundane and mystical. Crocodilian beasts larger than warships lurk beneath the surface, while river spirits, their forms shimmering with the hues of flowing water, exact harsh tolls from those who trespass. Exiled nobles and rogue shamans make their homes among the scattered islands, ruling over makeshift fiefdoms or staging daring raids on merchant vessels. The rivers themselves are fickle, their courses shifting unpredictably after storms or floods, and the fertile soil along the banks often becomes a battleground for rival factions.
- **The Cloud Marches:** Rolling highlands where the land seems to touch the sky, the Cloud Marches are a place of stark beauty and unrelenting danger. Herds of massive, shaggy beasts graze on windswept grasslands, their migrations contested by nomadic clans and ambitious settlers alike. The skies above teem with monstrous birds of prey whose talons can carry off a horse, while lightning storms, laced with supernatural energy, ignite the landscape without warning. Small shrines dot the ridges, dedicated to deities of storm and wind, and the locals believe these offerings keep the worst of the Marches' wrath at bay.

- **The Weeping Forest:** An expanse of towering trees whose gnarled roots rise like barricades above the forest floor, the Weeping Forest earns its name from the eerie sound of dripping water that echoes through its depths, even in dry seasons. Strange lights flicker between the trunks, leading the unwary astray, while settlers whisper of a shadowy figure known only as the **Forest King**, who guards the land against those who seek to exploit it. Some claim to have glimpsed antlered silhouettes moving just beyond the edge of vision, while others speak of trees that seem to watch with hollow, knothole eyes.

Supernatural Landscapes

- **The Veil of Muon:** This shimmering desert is less a place and more a distortion of reality itself. The air ripples with an iridescent haze, and the boundaries of time and space falter. Explorers often stumble upon their own footprints—only to find they lead to the bones of their future selves. Ghostly figures appear at the edge of sight, their forms fractured and unreal, offering cryptic warnings or guidance. Those who survive the Veil speak of finding objects out of time—jewels from forgotten empires or tools from lands yet to be born.
- **The Singing Peaks:** These mountains resonate with a constant, haunting hum that grows louder as one ascends. Legends say this melody is the mourning song of the Titans, whose bones rest beneath the stone. Avalanches and earthquakes plague the region, leading some to believe the Titans are not as dead as they seem. The peaks glow faintly at night, their rocks laced with veins of phosphorescent minerals. Seekers of forbidden knowledge often come here to commune with the Titans' lingering essence, though few return unchanged.

- **The Abyssal Rift:** A gaping chasm that splits the continent's heart, the Abyssal Rift is a place of wonder and dread. Its edges are overgrown with glowing fungal forests, whose bioluminescent spores drift like ghostly fireflies in the still air. Strange, predatory creatures prowl these shadowed woods, their forms alien and unsettling. At the rift's depths lies the rumored cradle of an ancient civilization, its ruins humming faintly with unearthly power. Few dare to descend into the Rift, and those who return often speak of voices in the dark and an overwhelming sense of being watched.

Tribes and Survivors

Dominant Cultures

- **Skycallers of the Steppes:** The Skycallers are nomads who view the ever-shifting winds as sacred, believing them to carry the whispers of ancestors and the decrees of forgotten gods. They craft their weapons from the bones of the megafauna they hunt, their blades and spear tips etched with prayers that channel the winds' blessings. Shamans play a pivotal role in their society, standing at the nexus of spiritual guidance and survival. These figures claim to hear the voices of ancestors carried by the gales and are often consulted before major hunts, battles, or migrations. Skycaller warriors are famed for their agility and ferocity, often attacking with blinding speed on horseback, using the terrain and wind to their advantage. To lose touch with the wind, either by betrayal or exile, is considered a fate worse than death.

- **Children of Khemru:** Deep in the fetid swamps, the Children of Khemru thrive under the rule of necromancer-kings who claim dominion over life and death. Their society revolves around a grim cycle of decay and rebirth, mirrored in their belief that the swamp itself is a living entity, simultaneously nurturing and devouring. The necromancer-kings extend their reign through undead servitors, which patrol the murky waters and guard their temples. Commoners live in fear of their rulers but also view them as indispensable protectors against the swamp's many dangers, including venomous predators and rival tribes. Ritual sacrifices are common, their blood feeding both the land and the magic of the necromancers. The Children of Khemru craft boats and tools from the swamp's abundant resources, their resilience as remarkable as their morbid customs.
- **Ironleaf Clans:** Hidden within the towering trees of the Weeping Forest, the Ironleaf Clans are fierce warriors and master craftsmen who use the enchanted wood of their home to create weapons and armor with almost supernatural qualities. They speak of a mysterious figure known as the **Forest King**, a shadowy guardian said to guide their hunts and punish those who disrespect the balance of the forest. Clan life is communal, with decisions made in council by the eldest hunters and shamans, though leadership is earned through acts of bravery and cunning. Outsiders who enter the forest uninvited often disappear, their fates attributed to the Forest King or the Ironleaf scouts, who strike from the shadows with uncanny precision. Their bond with the forest is absolute, and they will defend it to their last breath, even if it means leaving their own kind to die for the greater good.

Social Structures

The societies of Khor'Dara reflect the harsh realities of survival, each adapted to their environment in unique ways:

- **Tribal Societies:** Tribes are often small, tight-knit groups, their cohesion ensured by bonds of blood, shared struggle, or spiritual favor. Leadership is rarely hereditary; instead, it is claimed by strength, cunning, or an individual's connection to the divine. Challenges to leadership are common, often resolved through ritualized combat or grueling trials. Those who fail to contribute—whether through weakness, betrayal, or laziness—are exiled, left to wander the wilderness or join the ranks of marauding outcasts.

- **City-States:** By contrast, city-states like Zhara or Khemru are rigidly hierarchical. Nobles and priest-kings sit at the top, enforcing their will through soldiers and bureaucrats. Below them, merchants wield power through wealth and trade, while laborers toil endlessly to support the cities' grandeur. Slaves and outcasts form the bottom tier, their lives often forfeit to feed the insatiable ambitions of the ruling class.

- **Cults and Outsiders:** Outside these structures lie outcast factions, scavenger tribes, and wandering mystics. Many are remnants of fallen civilizations or groups who defied social norms, eking out precarious existences on the fringes of Khor'Dara.

Survival Hierarchies

Each tribe or settlement defines its hierarchy by what it values most:

- **Strength:** Warriors rise to prominence in societies that value might above all else. Among the Skycallers and the Ironleaf Clans, prowess in battle or the hunt earns leadership and respect.

- **Cunning:** In regions like the Riverlands, where survival often

hinges on strategy and guile, leaders are those who can outwit rivals and secure resources.

- **Divine Favor:** In the Children of Khemru and many city-states, spiritual authority dominates. Shamans and priests claim their place by interpreting omens, commanding magic, or earning the gods' blessings.

Failure to meet these expectations can result in severe consequences, from public humiliation to exile, or even ritual sacrifice in the more spiritually charged societies.

Warrior Traditions

Khor'Dara's warriors are brutal pragmatists, their techniques honed by centuries of hardship and conflict:

- **Guerilla Tactics:** The Ironleaf Clans strike like phantoms from the shadows, vanishing into the trees before retaliation is possible. They use their enchanted wooden weapons with deadly precision, exploiting their intimate knowledge of the forest.

- **Mounted Combat:** The Skycallers dominate the steppes with their bone-tipped spears and swift, sure-footed mounts. Their riders are trained from childhood, bonding with their horses in a sacred ceremony believed to be blessed by the wind itself.

- **Necromantic Forces:** The Children of Khemru supplement their mortal soldiers with legions of undead, who march tirelessly through the swamps to enforce the will of their kings. However, their true strength lies in their ability to sow terror—facing an unkillable enemy often breaks their opponents before battle begins.

- **Ritual Duels:** Across Khor'Dara, disputes are often settled through duels, which serve both as displays of prowess and as sacred acts of justice. These duels are rarely to the death, though the losing party often suffers exile or permanent

injury as a mark of defeat. The terms of combat vary widely: a duel in the Scorched Wastes might involve flaming blades, while the Weeping Forest favors contests of stealth and ambush.

Powers and Intrigues

Rival City-States

- **The Obsidian Spire of Zhara:** Rising from the flanks of a perpetually smoldering volcano, Zhara is both a beacon of power and a harbinger of destruction. Its obsidian walls glisten like dark mirrors, reflecting the fires of the earth below. The sorcerer-priests of Zhara draw their strength from blood magic, performing elaborate rites that keep the volcano in check—or so they claim. These rituals are spectacles of horror and devotion, involving the sacrifice of slaves, prisoners, and even willing acolytes who believe their deaths will ensure the city's survival. Beneath its fiery exterior, Zhara is a crucible of treachery. Merchant lords jockey for influence, using poisoned wines and cursed artifacts to eliminate rivals. Spies lurk in every shadow, and the city's labyrinthine undercroft is said to house the **Chamber of Unspoken Deals**, where assassins and informants ply their trades. Despite its dangers, Zhara thrives on trade, exporting volcanic glass, rare gems, and enchanted obsidian weaponry coveted by warlords across Khor'Dara.

- **Lunhai, the Pearl City:** Nestled along the shores of an inland sea that gleams like liquid silver, Lunhai is a city of opulence and decay. Its gleaming towers are adorned with mother-of-pearl mosaics, and its canals wind through markets overflowing with spices, silks, and exotic beasts. Yet beneath this veneer of splendor lies rot. The city's nobles, clad in garments that shimmer like the ocean, indulge in opium-fueled orgies and wine-drenched feasts, their wealth wrung from the labor of the impoverished masses. Lunhai harbors a darker secret: the cult of the **Drowned God**, a shadowy faith that worships the primordial entity said to sleep beneath the sea. Cult rituals, conducted in the dead of night, involve drowning initiates in sacred pools before reviving them as devout servants. Whispers claim the canals themselves are cursed, with figures glimpsed just beneath the surface—neither living nor dead. For all its beauty, Lunhai is a place where the tides of ambition and despair drown even the mightiest.

- **Khemru, the Sunken Crown:** Half-lost to the fetid swamps, Khemru is a city where death is not an end but a beginning. Its necromancer-kings, wrapped in golden funerary masks, command legions of undead to maintain their crumbling dominion. Towering ziggurats rise from the swamp's mire, their steps slick with algae and gilded with offerings to dark gods. Life here is a grim affair, with commoners toiling under the watchful gaze of skeletal sentinels, their labors often interrupted by the need to appease the city's rulers with sacrifices. Yet even in Khemru, power is not absolute. Rival necromancers scheme against one another, and rumors of insurrection stir among the living populace. The swamp itself resists the necromancers' control; strange will-o'-the-wisps lure travelers to watery graves, and ancient beasts rise from the muck to lay waste to undead patrols. Despite its squalor, Khemru is a repository of forbidden knowledge, its archives filled with tomes on necromancy, curses, and the manipulation of life and death.

Mercenary Alliances

Khor'Dara's fractured politics have birthed a thriving culture of mercenary companies, each with its own creed, reputation, and price. These bands range from disciplined legions to ragtag groups of cutthroats, their services available to anyone who can pay. Some of the most feared alliances include:

- **The Black Talons:** Elite sellswords clad in blackened bronze, known for their unswerving loyalty to contracts. Their banner, marked with a clawed gauntlet, strikes fear into any battlefield.
- **The Ember Wolves:** A nomadic band infamous for their scorched-earth tactics, their leader, **Kaerath the Burned**, is said to wield a flaming blade forged in Zhara.

- **The Ghosts of Nurim:** An enigmatic group that operates along the Riverlands, their warriors blend into the mist, striking without warning before vanishing as if they were never there.

Political Machinations

In Khor'Dara, power is a fragile thing, and those who wield it must do so with cunning. Nobles, priest-kings, and rebel leaders alike engage in constant games of subterfuge:

- **Poison** is the weapon of choice among Zhara's merchant lords, their feasts as deadly as any battlefield. Cups are often tested by tasters, though not all poisons leave traces—or claim their victims immediately.

- **Blackmail** fuels the intrigues of Lunhai, where even the most debauched noble fears the exposure of their darkest secrets. Courtesans, spies, and servants often wield influence far greater than their station, trading whispers for gold or favors.

- **Assassination** is commonplace in Khemru, where necromancers use their arcane arts to send shadowy specters or venomous curses after their rivals. A sudden death is rarely questioned in a city where life and death are but tools of power.

Underground Networks

Beneath the gilded towers and festering streets of Khor'Dara's cities lies a hidden world of smugglers, thieves, and cultists. These underground networks thrive on the chaos above, shaping the destinies of the continent in ways unseen.

- **The Silk Veil:** A smugglers' syndicate that operates along Lunhai's canals, their members recognizable by the translucent scarves they wear. They specialize in contraband like rare silks, narcotics, and cursed artifacts, often trading with

rebel groups.

- **The Shadow Guild:** Zhara's premier thieves' guild, their network extends into every corner of the city. From burglary to espionage, no crime is beyond their reach. They are rumored to answer to a single figure known only as **The Mask**, whose identity is fiercely protected.

- **The Charnel Pact:** A cult operating in Khemru's ruins, worshiping death itself as a deity. Their members desecrate burial sites to harvest relics and forbidden magics, often working as mercenaries or assassins for the necromancer-kings.

Mystic Forces

Sorcery

Magic in Khor'Dara flows like an untamed river, its currents shaped by the land's supernatural elements but always threatening to overflow its banks. Practicing sorcery is a perilous endeavor, for every spell carries a price—be it one's sanity, life force, or something less tangible but equally vital. Sorcerers walk a thin line between reverence and fear, often revered as saviors while simultaneously shunned as harbingers of doom.

- **Blood Magic:** The most feared and viscerally potent form of sorcery, blood magic draws power directly from life essence. Practitioners use their own blood—or, more commonly, that of others—to fuel their spells. The rituals are grisly, often involving sacrifices on altars engraved with runes that pulse with a sickly red glow. While immensely powerful, blood magic leaves a permanent mark on its wielder, manifesting in pale skin, cracked veins, or an aura of unease that makes animals and children shy away. Blood mages often become addicted to the potency of their craft, their humanity slowly eroded by their lust for power.
- **Ritual Sorcery:** Ritual sorcery demands time, precision, and rare components, but it allows practitioners to channel power far beyond their natural abilities. These rites often take place in sacred or cursed locations, where the boundaries between worlds are thin. Sorcerers may draw sigils in ash, chant incantations under eclipses, or harness the latent energy of ancient artifacts. The price for failure is high: botched rituals can summon unintended horrors, tear rifts in reality, or trap the caster's soul in a liminal space where torment knows no end.
- **Wild Magic:** Wild magic is raw, untamed, and unpredictable, often springing up in regions where the natural order has been broken. These bursts of power are as likely to heal a wound as to turn the ground beneath one's feet into molten glass. Travelers in regions like the Veil of Muon or the Abyssal Rift report experiencing wild magic as storms of radiant energy, sudden transformations, or strange voices whispering in unknown tongues. Those who attempt to harness it must do so at great risk, for wild magic answers only to itself.

Magical Threats

Magic in Khor'Dara is as much a danger as it is a tool, and its misuse often gives rise to entities and phenomena that threaten mortal lives:

- **Rogue Sorcerers:** These are practitioners who have been consumed by their own power, their minds shattered or their bodies warped into monstrous forms. Some wander aimlessly, leaving destruction in their wake, while others deliberately spread chaos, viewing it as a natural extension of their newfound nature.
- **Spirit-Bonded Predators:** In regions like the Spine of Kharn or the Verdant Abyss, predators have been known to bond with elemental or otherworldly spirits. These creatures are faster, stronger, and more cunning than their mundane counterparts, making them nearly impossible to kill through conventional means.
- **Cursed Zones:** Certain places, often marked by ancient tragedies or failed rituals, have become permanently warped by residual magic. In these zones, the rules of reality unravel: time loops endlessly, gravity pulls in unpredictable directions, and even death itself loses its permanence.

Supernatural Entities

- **The Forest King:** In the shadowy depths of the Verdant Abyss, the Forest King reigns as both protector and predator. Descriptions of this being vary—some say it is a towering figure with antlers that scrape the canopy, its eyes glowing with an unearthly light; others believe it is a spirit that takes many forms, from a great beast to a swarm of insects. The Forest King is said to punish those who exploit the jungle's resources without reverence, often leaving their remains displayed as grim warnings. Worshiped by the Ironleaf Clans and feared by outsiders, the Forest King's true nature remains a mystery, though its influence over the Verdant Abyss is undeniable.
- **Stormcallers:** Dwelling in the Spine of Kharn, the Stormcallers are elemental spirits who embody the fury of the skies. They are believed to be remnants of ancient Titans, their voices echoing in thunder and their wrath manifesting in tempests. Shepherds and mountaineers leave offerings at cliffside shrines, hoping to placate the Stormcallers, while sorcerers and shamans occasionally risk summoning them for guidance or power. Summoning a Stormcaller, however, is fraught with peril, for their aid is as likely to destroy as to save.

Forbidden Knowledge

The ruins of Khor'Dara hold secrets too dangerous to be freely known. Hidden within labyrinthine temples, crumbling ziggurats, and sunken archives are tomes, artifacts, and inscriptions that offer glimpses into the arcane. Yet this knowledge often demands a terrible price:

- **Eldritch Tomes:** Books bound in human skin or etched into obsidian tablets contain spells, prophecies, and histories long forgotten. Reading these texts often induces madness, as the words twist and writhe on the page, seeming to speak directly into the reader's mind.
- **Artifacts of Power:** Items like the **Opal Mask** or the **Blood Chalice** grant immense abilities but corrupt their wielders, draining their life force or twisting their bodies. These relics are highly sought after by sorcerers and rulers alike, though few who obtain them survive unscathed.
- **Enigmatic Cults:** Hidden sects dedicate their lives to guarding—or exploiting—this forbidden knowledge. Some act as caretakers, ensuring it remains buried, while others seek to unlock its full potential, no matter the cost.

Relics and Artifacts

Ancient Weapons

- **Obsidian Fang:** Forged in the volcanic depths beneath the Obsidian Spire of Zhara, this curved blade drinks the essence of those it slays, leaving their corpses pale and desiccated. The souls consumed by the Fang are said to linger within the blade, their whispers haunting the wielder's dreams. Legends claim that the blade's full power can only be unlocked through a ritual sacrifice atop Zhara's fiery altars, binding the wielder to the sorcerer-priests. Those who wield the Obsidian Fang gain immense strength and speed in battle, but the blade's hunger is insatiable, and its user risks becoming a prisoner of its dark will.

- **Spear of the Skycaller:** Said to be a gift from the storm gods, this spear crackles with latent electricity, its shaft carved from the bones of a fallen thunderbeast and its head crafted from meteoric iron. When hurled, the spear calls down lightning to smite its target, leaving scorched earth and shattered foes in its wake. Skycallers of the steppes revere the weapon as a sacred relic, wielded only by their most honored champions. However, the Spear exacts a toll: prolonged use weakens the wielder's body, leaving them frail and scarred by the very storms they command.

Cursed Treasures

- **The Crown of Khemru:** A tarnished gold circlet adorned with blood-red gemstones, the Crown of Khemru once graced the brow of the necromancer-kings who ruled the Sunken Crown. It grants its wearer mastery over the undead, allowing them to summon and command legions of skeletal warriors. Yet the Crown binds its bearer's soul to the necromancer-kings of old, who whisper their commands through dreams and visions. Over time, the wearer begins to lose their sense of self, their thoughts and will subsumed by the collective consciousness of the Crown's former rulers.

- **The Opal Mask:** This porcelain-white mask is inlaid with shimmering opals that catch the light in mesmerizing patterns. When worn, the mask grants its user glimpses of the future, from minor portents to grand visions of destiny. Yet these visions are fragmented and contradictory, driving the wearer to madness as they attempt to reconcile them. Those who have worn the mask for too long speak in riddles, their minds fractured by an eternity of potential outcomes. The mask is believed to have been crafted by an elder race, and some say it holds the key to their lost civilization—if one can decipher its cryptic insights.

Magical Implements

- **Starshards:** Iridescent crystals that hum faintly with arcane energy, Starshards are fragments of a meteor said to have fallen during Khor'Dara's earliest epoch. They amplify sorcery, allowing even novice practitioners to wield immense power. However, their use comes at a steep cost: prolonged exposure drains the vitality of their wielder, causing physical decay and, eventually, death. The shards glow brighter as their user approaches their end, a hauntingly beautiful reminder of the price of ambition.
- **Blood Chalice:** A goblet carved from bone and encrusted with rubies, the Blood Chalice magnifies blood magic rituals, allowing sorcerers to enact feats of incredible power. It is said that the Chalice contains the essence of a forgotten god, whose thirst for sacrifice drives its user to madness. Lands where the Chalice has been used are left barren and cursed, with twisted flora and hostile spirits haunting the desolate ruins. Despite its dangers, many covet the Chalice, seeing it as the ultimate tool to tip the scales of war or reshape reality itself.

Remnants of Lost Civilizations

Scattered across Khor'Dara are the echoes of civilizations that predate even the gods. Their ruins are filled with relics whose purposes remain a mystery, often guarded by ancient traps and custodians.

- **Ziggurat of the Veiled Star:** This crumbling temple houses an artifact known as the **Luminarch**, a golden orb that radiates light capable of banishing even the darkest sorcery. The orb, however, can only be wielded by those who pass the trials of the temple, which test both strength and virtue.
- **Hollow Guardians:** Towering statues of stone and bronze that stand vigil over ancient labyrinths, these automatons awaken when intruders draw near. Their origins are unknown, but they are thought to be constructs of an elder race that sought to preserve its secrets for eternity.
- **The Glyph-Laden Doors:** Massive stone gates etched with glowing runes are said to block access to the heart of the Abyssal Rift. Scholars theorize that opening them would unleash a power capable of reshaping the continent—or destroying it.

Dangerous Supernatural Objects

- **The Shard of the Black Sun:** A jagged sliver of obsidian said to have fallen from a celestial eclipse, this shard radiates a malevolent energy that warps the minds and bodies of those who come into contact with it. The shard's power is undeniable—it can amplify the strength of its bearer and imbue them with supernatural abilities. Yet, the price is steep: prolonged exposure transforms the wielder into a monstrous abomination, consumed by the shard's darkness.

- **Echo Stone:** A smooth, silver-gray stone that captures and stores sounds, allowing its wielder to replay voices, chants, or even battle cries at will. While seemingly innocuous, the Echo Stone can also trap the voices of the dead, unleashing them as a cacophony that drives listeners to madness. It is said that breaking the stone releases the spirits within, granting them vengeance upon those who wronged them in life.
- **The Eye of Muon:** A glowing crystal orb that seems to shift between colors depending on who gazes into it. The Eye grants visions of other places and times but leaves its user vulnerable to being seen in return by entities from beyond. Those who use the Eye too often report strange occurrences: shadows that linger too long, whispers in languages they do not know, and an overwhelming sense of being watched.

Legends and Whispers

Origin Myths

The creation of Khor'Dara is a tale cloaked in awe and fear, with variations shaped by the beliefs of different tribes and city-states:

- **The Fallen Titan:** It is said that Khor'Dara rose from the corpse of a great titan, slain by the gods in a battle that shook the heavens. The titan's immense body formed the mountains and valleys, its breath gave rise to the winds, and its blood seeped into the earth, creating the rivers and fueling the land's potent sorcery. The titan's spirit lingers still, its wrath manifesting in the land's violent storms, earthquakes, and eruptions. Some whisper that the titan's heart still beats, buried deep within the Abyssal Rift, and that one day it will rise again to reclaim the world.

- **The Hollow Earth Exile:** Another myth speaks of the gods' punishment upon the people of Khor'Dara, whose hubris led them to defy divine will. For their arrogance, the gods banished the continent, sinking it beneath the surface and shrouding it in an eternal veil of mystery. According to this tale, the gods severed Khor'Dara from the heavens, leaving its inhabitants to wander in shadow and despair. Priests in the Obsidian Spire claim that the gods' gaze still pierces the earth, and only through devotion and sacrifice can the continent be restored to its rightful place under the sun.

Heroic Narratives

The exploits of lone warriors and cunning champions resonate through the history of Khor'Dara, their deeds becoming the backbone of songs, epics, and whispered tales:

- **The Scourge of Khemru:** Long ago, a warrior known only as **Kael the Unyielding** stormed the swamp city of Khemru, seeking vengeance for the death of his family. Armed with the **Spear of the Skycaller**, Kael defied the necromancer-kings, cleaving through legions of undead and shattering the enchanted chains that bound the city's slaves. His final battle took place atop the Grand Ziggurat, where he struck down the last necromancer-king before succumbing to his wounds. Though he perished, his deeds are immortalized in the songs of the free folk, and the Spear is said to remain hidden somewhere within the ruins of Khemru.

- **The Beast-Tamer of the Steppes:** The Skycallers tell of **Ashira Windrider**, a shaman who rode a thunderbeast into battle during an invasion of the Wailing Steppes. Armed with bone-crafted weapons and the blessings of the winds, she united the scattered tribes to repel the invaders. Ashira's bond with the thunderbeast became legendary, and it is said that when she died, her spirit merged with the winds, forever guarding her people from harm.
- **The Betrayer's Redemption:** Among the Ironleaf Clans, the story of **Jorin the Oathbreaker** is told as both cautionary tale and inspiration. Banished for betraying his kin to a rival clan, Jorin wandered the Weeping Forest, hunted by spirits and beasts. In his exile, he discovered the ruined temple of an elder race, where he forged a pact with the **Forest King**. With the Forest King's guidance, Jorin redeemed himself by leading his people to victory against an encroaching army, though it is said he paid a terrible price, forever bound to the forest's will.

Dark Prophecies

The shamans of Khor'Dara speak of a foreboding event known as the **Eclipse of Khor'Dara**, a time when the barriers between worlds will shatter, plunging the land into chaos:

- **The Eclipse of Khor'Dara:** According to ancient texts and oral traditions, the eclipse will begin when the moon and sun align above the Abyssal Rift, casting the continent into shadow. During this time, it is said that horrors from beyond the veil will spill into the mortal realm, driven by the titan's stirring heart. The Forest King's antlered form will darken the skies, the Stormcallers will rage unchecked, and the necromancer-kings will rise from their graves to reclaim their dominion. Prophecies differ on how the eclipse can be stopped—some claim the **Luminarch** must be retrieved from the Ziggurat of the Veiled Star, while others say a chosen warrior must sever the titan's heart before it awakens.
- **The Veil of Blood:** Another prophecy, whispered by the priests of Zhara, speaks of a future when the Obsidian Fang will drink so deeply of souls that it will tear open a gateway to a realm of endless fire. This event, known as the Veil of Blood, will herald the end of all mortal life, leaving Khor'Dara as a charred wasteland. The priests claim only their rites can prevent this apocalypse, though skeptics argue they may be hastening its arrival.

Oral Traditions

The tribes and city-states of Khor'Dara each preserve their histories and warnings through oral traditions, weaving truths and myths into a tapestry of shared memory:

- **Songs of the Steppes:** The Skycallers pass down their history through song, each melody carried on the winds. These ballads recount great hunts, battles, and alliances, often changing subtly with each generation. Many of these songs contain hidden warnings about the land's dangers, from storms that speak to cursed springs that lure the unwary.

- **The Tales of Khemru:** The Children of Khemru weave their traditions into elaborate funerary rites, where the deeds of the dead are recited in chants as their bodies are offered to the swamp. These chants often hint at buried relics and hidden power, guarded by curses only the most daring or foolish would dare to challenge.
- **Whispers of the Forest:** Among the Ironleaf Clans, elders share tales by firelight, their voices low to avoid attracting unwanted attention. These stories often blur the line between myth and caution, warning of travelers who defied the Forest King or dared to disturb the ruins of the elder race. Many such stories end abruptly, leaving the fate of their protagonists to the imagination—a deliberate choice meant to instill fear and humility.
- **Legends of the Rift:** Those who have dared to explore the Abyssal Rift bring back fragmented tales of glowing spires, voices in the dark, and visions of otherworldly cities. These stories are passed from traveler to traveler, their details mutating with each retelling. Some dismiss them as exaggerations, but others believe they contain clues to the Rift's secrets and the lost civilization that once thrived there.

Creatures & Foes

11. Bloodshade Stalker

- **Concept:** Lurking Shadow
- **Skills:** Silent Pursuit, Venomous Fangs
- **Frailty:** Fragile in sunlight
- **Gear:** Barbed Tongue, Cloak of Night
- **Goal:** Consume the life force of prey.
- **Motive:** Sustained by darkness
- **Nemesis:** Flame-wielding hunters.

12. Sandthorn Leviathan

- **Concept:** Shifting Serpent
- **Skills:** Desert Camouflage, Crushing Coils
- **Frailty:** Easily disoriented by sound
- **Gear:** Scaled Hide, Bone-Crested Tail
- **Goal:** Dominate all desert creatures.
- **Motive:** Hunger for dominance
- **Nemesis:** Rival desert predators.

13. Dreamweaver Moth

- **Concept:** Hypnotic Lure
- **Skills:** Mesmerizing Patterns, Airborne Agility
- **Frailty:** Fragile wings
- **Gear:** Hallucinogenic Dust, Silk Snares
- **Goal:** Trap and feed on dreamers.
- **Motive:** Instinctual feeding
- **Nemesis:** Creatures immune to its illusions.

14. Ironspine Chimera

- **Concept:** Hybrid Horror
- **Skills:** Pouncing Strikes, Elemental Breath
- **Frailty:** Divided instincts
- **Gear:** Bone Claws, Razor Tail
- **Goal:** Defend its cursed domain.
- **Motive:** Protect its lair
- **Nemesis:** Greedy treasure hunters.

15. Abyssal Shrieker

- **Concept:** Screaming Wraith
- **Skills:** Sonic Attack, Ethereal Form
- **Frailty:** Bound to cursed relics

- **Gear:** Banshee's Cry, Corporeal Dagger
- **Goal:** Spread despair and madness.
- **Motive:** Torment the living
- **Nemesis:** Those with unbreakable resolve.

16. Emberfang Basilisk

- **Concept:** Fiery Serpent
- **Skills:** Petrifying Gaze, Heat Aura
- **Frailty:** Vulnerable to cold
- **Gear:** Molten Teeth, Lava-Dripping Hide
- **Goal:** Expand its molten territory.
- **Motive:** Territorial instinct
- **Nemesis:** Iceborn creatures.

21. Wailing Sentinel

- **Concept:** Undying Watcher
- **Skills:** Eternal Vigil, Deadly Precision
- **Frailty:** Cracked and aging
- **Gear:** Stone Bow, Binding Glyphs
- **Goal:** Guard ancient treasures.
- **Motive:** Bound by duty
- **Nemesis:** Relic thieves.

22. Thornback Ravager

- **Concept:** Primal Predator
- **Skills:** Stealth Ambush, Jagged Claws
- **Frailty:** Distracted by bright light
- **Gear:** Poisoned Quills, Hide of Thorns
- **Goal:** Claim the apex predator title.
- **Motive:** Survival of the strongest
- **Nemesis:** Rival jungle predators.

23. Frostwail Phantom

- **Concept:** Icy Spirit
- **Skills:** Freezing Touch, Misty Form
- **Frailty:** Disperses in sunlight
- **Gear:** Icicle Shard, Winter's Breath
- **Goal:** Drown the world in ice.
- **Motive:** Elemental vengeance
- **Nemesis:** Warm-blooded invaders.

24. Cragharrow Beast

- **Concept:** Stone Devourer
- **Skills:** Cliff Ascension, Boulder Slam
- **Frailty:** Weak against swift attacks
- **Gear:** Mineral-Laced Fangs, Armored Hide
- **Goal:** Consume rare earth minerals.
- **Motive:** Endless hunger
- **Nemesis:** Alchemists and miners.

25. Shadowblight Saurian

- **Concept:** Cursed Lizard
- **Skills:** Night Camouflage, Venomous Spit
- **Frailty:** Repelled by sacred symbols
- **Gear:** Shadow Veil, Toxic Blood
- **Goal:** Spread its corruption.
- **Motive:** Hunger for destruction
- **Nemesis:** Sacred warriors.

26. Hollowfang Hydra

- **Concept:** Regenerating Terror
- **Skills:** Multistrike Heads, Rapid Healing
- **Frailty:** Decapitation weakens it

- **Gear:** Venomous Fangs, Armored Hide
- **Goal:** Guard its cavernous lair.
- **Motive:** Instinct to defend
- **Nemesis:** Persistent hunters.

31. Gravebloom Revenant

- **Concept:** Undead Florist
- **Skills:** Toxic Spores, Vine Lash
- **Frailty:** Withers in arid zones
- **Gear:** Necrotic Bloom, Thorned Crown
- **Goal:** Reclaim lost forests.
- **Motive:** Return the land to nature
- **Nemesis:** Loggers and pyromancers.

32. Obsidian Stalker

- **Concept:** Nightblade Beast
- **Skills:** Razor Claws, Stalking Patience
- **Frailty:** Cracks under pressure
- **Gear:** Jet-Black Hide, Shard Teeth
- **Goal:** Enforce ancient contracts.
- **Motive:** Serve its forgotten masters
- **Nemesis:** Wielders of forbidden magic.

33. Ashborn Titan

- **Concept:** Volcanic Colossus
- **Skills:** Magma Fists, Seismic Stomp
- **Frailty:** Cooled by water
- **Gear:** Lava Core, Igneous Armor
- **Goal:** Awaken dormant volcanoes.
- **Motive:** Elemental rage
- **Nemesis:** Water-wielders and frostborn mages.

34. Mirelurker Abomination

- **Concept:** Swamp Horror
- **Skills:** Ambush Predator, Toxic Muck
- **Frailty:** Slow on dry land
- **Gear:** Barbed Tentacles, Camouflaged Hide
- **Goal:** Trap and devour intruders.
- **Motive:** Pure hunger
- **Nemesis:** Swamp-exploring druids.

35. Skystalker Roc

- **Concept:** Predatory Giant
- **Skills:** Gale Wings, Bone-Crushing Talons
- **Frailty:** Weakened by confined spaces
- **Gear:** Feathered Spines, Beak of Steel
- **Goal:** Reign supreme in the skies.
- **Motive:** Dominate aerial territory
- **Nemesis:** Mountain-dwelling rivals.

36. Wraithcaller Lich

- **Concept:** Undying Summoner
- **Skills:** Necrotic Spells, Eternal Knowledge
- **Frailty:** Vulnerable phylactery
- **Gear:** Obsidian Staff, Soul Cage
- **Goal:** Enslave the living and the dead.
- **Motive:** Immortal ambition
- **Nemesis:** Spirit-bound heroes.

41. Thunderhorn Charger

- **Concept:** Stormbound Beast
- **Skills:** Lightning Surge, Crushing Gore
- **Frailty:** Stubborn and territorial

- **Gear:** Electrified Horns, Thunderous Hooves
- **Goal:** Harness storm energy for survival.
- **Motive:** Territorial instinct
- **Nemesis:** Skycallers and storm mages.

42. Venomveil Widow

- **Concept:** Spider Matriarch
- **Skills:** Web Spinner, Venomous Bite
- **Frailty:** Fragile exoskeleton
- **Gear:** Silken Traps, Toxic Fangs
- **Goal:** Expand her brood's domain.
- **Motive:** Instinct to propagate
- **Nemesis:** Hunters armed with flame.

43. Bronzehide Behemoth

- **Concept:** Armored Giant
- **Skills:** Iron Hide, Titanic Strength
- **Frailty:** Slow and unwieldy
- **Gear:** Bronze-Plated Skin, Titanic Club
- **Goal:** Protect ancient battlefields.
- **Motive:** Guardianship of the past
- **Nemesis:** Relic raiders and treasure seekers.

44. Blightroot Golem

- **Concept:** Corrupted Construct
- **Skills:** Earth Manipulation, Poisonous Vines
- **Frailty:** Weakness to pure elements
- **Gear:** Mossy Plate, Rotting Core
- **Goal:** Spread corruption in the land.
- **Motive:** Tainted purpose
- **Nemesis:** Purifying forces.

45. Howling Mirage

- **Concept:** Phantasmal Predator
- **Skills:** Illusory Movement, Pack Instinct
- **Frailty:** Dissipates in focus light
- **Gear:** Shimmering Cloak, Echoing Howl
- **Goal:** Lead prey into despair.
- **Motive:** Sadistic hunger
- **Nemesis:** Nomads of the Scorched Wastes.

46. Crimson Marauder

- **Concept:** Bloodthirsty Warlord
- **Skills:** Bladed Fury, Fear Incitement
- **Frailty:** Overconfident in combat
- **Gear:** Twin Blood Axes, Spiked Armor
- **Goal:** Conquer and plunder all lands.
- **Motive:** Lust for power
- **Nemesis:** Defenders of free peoples.

51. Serpentcaller Mystic

- **Concept:** Snake-Bound Shaman
- **Skills:** Venomous Magic, Snake Command
- **Frailty:** Distrustful and paranoid
- **Gear:** Staff of Fangs, Amulet of Scales
- **Goal:** Amass a snake-worshipping cult.
- **Motive:** Spiritual domination
- **Nemesis:** Independent thinkers.

52. Riftclaw Predator

- **Concept:** Dimensional Beast
- **Skills:** Phase Walk, Ethereal Senses
- **Frailty:** Anchored by runes

- **Gear:** Temporal Talons, Dimensional Hide
- **Goal:** Prey on interlopers between realms.
- **Motive:** Instinctual hunter
- **Nemesis:** Planar guardians.

53. Boneharrow Warden

- **Concept:** Undead Keeper
- **Skills:** Bone Manipulation, Eternal Patience
- **Frailty:** Weak against sacred weapons
- **Gear:** Ossified Blade, Skeletal Mantle
- **Goal:** Preserve the sanctity of graveyards.
- **Motive:** Duty-bound
- **Nemesis:** Grave robbers and defilers.

54. Pyrestorm Wurm

- **Concept:** Flame-Wreathed Dragon
- **Skills:** Infernal Breath, Wingstorm
- **Frailty:** Weak to frost magic
- **Gear:** Scaled Inferno, Molten Claws
- **Goal:** Hoard treasures of fire.
- **Motive:** Greed
- **Nemesis:** Dragon slayers.

55. Glassfang Specter

- **Concept:** Reflective Phantom
- **Skills:** Mirror Manipulation, Razor Reflection
- **Frailty:** Dispels when isolated
- **Gear:** Shard Blade, Ethereal Mirror
- **Goal:** Trap victims in endless illusions.
- **Motive:** Sadistic curiosity
- **Nemesis:** Survivors with unbreakable will.

56. Brineclaw Kraken

- **Concept:** Oceanic Horror
- **Skills:** Tentacle Crush, Tidal Surge
- **Frailty:** Trapped in shallow waters
- **Gear:** Coral Encrustations, Inkcloud Defense
- **Goal:** Drag ships to the depths.
- **Motive:** Feed and dominate
- **Nemesis:** Skilled seafarers.

61. Dreadvine Strangler

- **Concept:** Animated Plant
- **Skills:** Constricting Vines, Rapid Regrowth
- **Frailty:** Weak to fire
- **Gear:** Barbed Stalks, Toxic Sap
- **Goal:** Envelop the jungle in its grip.
- **Motive:** Spread unchecked
- **Nemesis:** Slash-and-burn explorers.

62. Doomscar Raider

- **Concept:** Cursed Berserker
- **Skills:** Frenzied Assault, Undying Tenacity
- **Frailty:** Bound to cursed runes
- **Gear:** Blood-Runed Blade, Tarnished Shield
- **Goal:** Break free from its curse.
- **Motive:** Desperation
- **Nemesis:** Rune-binding sorcerers.

63. Voidspinner Priestess

- **Concept:** Cult Leader
- **Skills:** Web of Deceit, Dark Rituals
- **Frailty:** Requires devout followers

- **Gear:** Obsidian Dagger, Void Orb
- **Goal:** Open a portal to the void.
- **Motive:** Worship
- **Nemesis:** Heretical opposition.

64. Ebonclaw Guardian

- **Concept:** Winged Sentinel
- **Skills:** Aerial Maneuvering, Razor Dive
- **Frailty:** Limited to its patrol zone
- **Gear:** Onyx Talons, Piercing Cry
- **Goal:** Protect sacred skies.
- **Motive:** Ancient pact
- **Nemesis:** Sky marauders.

65. Lanternfire Wisp

- **Concept:** Will-o'-Wisp
- **Skills:** Luminous Lure, Energy Absorption
- **Frailty:** Shattered by blunt force
- **Gear:** Flickering Aura, Ethereal Core
- **Goal:** Drain the life force of wanderers.
- **Motive:** Sustenance
- **Nemesis:** Clever trackers.

66. Nightseer Oracle

- **Concept:** Haunted Seer
- **Skills:** Prophetic Sight, Mind Manipulation
- **Frailty:** Cursed with fragmented visions
- **Gear:** Starbound Amulet, Dreamcatcher Crown
- **Goal:** Prevent a foreseen catastrophe.
- **Motive:** Avoidance of doom
- **Nemesis:** Those who dismiss their warnings.

Adventure Tables

Survival vs. Civilization

d66	Adventure Seed
11	A colossal predator threatens both a nomadic tribe and a nearby city. Will you save one, or attempt to protect both?
12	A nomadic caravan discovers a forgotten ruin in the wilderness, sparking interest from nearby city-states.
13	A city seeks mercenaries to tame the wilderness and expand its borders, but at what cost to the tribes?
14	A devastating plague breaks out in a trade hub, and the cure might lie in a venomous jungle flower.
15	A warlord claims dominion over the wild frontier, forcing nomads to unite or perish.
16	A feral child is found wandering the wilds, speaking in riddles about an ancient threat.
21	The city's wells run dry, and a perilous expedition to the Verdant Abyss is their only hope.
22	A wandering tribe's sacred totem is stolen by urban scavengers, inciting tension between the groups.
23	Shifting landscapes isolate an outpost, leaving it vulnerable to jungle predators.

d66	Adventure Seed
24	A nomadic shaman offers a vision of prosperity but demands sacrifices from all.
25	A nomadic tribe offers refuge to outcasts from the city, sparking civil strife.
26	A city-state offers sanctuary to nomads but secretly plans to enslave them.
31	A lush valley perfect for settlement lies guarded by an ancient beast.
32	A tribe's leader mysteriously vanishes, leaving the group vulnerable in hostile territory.
33	A mysterious storm traps both nomads and settlers, forcing cooperation—or betrayal.
34	A jungle overgrowth begins creeping toward a city's walls, carrying supernatural dangers.
35	A holy site of a nomadic tribe is claimed as the foundation for a new city.
36	A predatory creature attacks from both the wilds and the city, leaving cryptic marks.
41	A forgotten ziggurat holds resources to save the city, but the tribe views it as sacred.
42	A nomadic elder reveals that the spirits demand balance between city and wilderness—or both will fall.

d66**Adventure Seed**

43	A series of poisoned streams forces tribes and urbanites to compete for scarce water.
44	A venomous bloom overruns a city's outskirts, spreading into nomadic hunting grounds.
45	A lost child of a noble house is adopted by a tribe; both worlds want to claim them.
46	The tribe's shaman warns that the wilds themselves grow angry at human incursion.
51	A city-state sends mercenaries into the forest, but none return. The tribe knows why.
52	A drought forces nomads to raid a city, threatening a cycle of revenge.
53	A festival celebrating a truce between tribes and settlers is disrupted by a blood feud.
54	An enigmatic hermit bridges city and wilderness with strange, prophetic insights.
55	The Forest King demands tribute, pitting urban priests against tribal shamans.
56	A mysterious sickness afflicts those who cross between city and wilderness.

d66	Adventure Seed
61	The jungle's predators begin targeting both nomads and settlers, attacking unnaturally.
62	A titanic creature blocks a key passage between wilderness and settlement.
63	A nomadic warband seeks vengeance for a broken treaty with the cities.
64	A tribe discovers ruins of their ancestors buried beneath an encroaching city.
65	A powerful storm traps rival factions in a ruined temple, forcing them to work together.
66	A supernatural pact between a city and a tribe begins to unravel with deadly consequences.

Ambition and Hubris

d66	Adventure Seed
11	A ruler seeks a forbidden relic to ensure their dynasty but risks unleashing an ancient curse.
12	A sorcerer's failed ritual has left their city shrouded in unending night. They beg for your aid—or mercy.
13	A noble dreams of conquering the Verdant Abyss, but the cost of their ambition is paid in blood.

d66	Adventure Seed
14	A merchant offers you a small fortune to smuggle cursed artifacts into rival city-states.
15	A priest-king's desire for immortality threatens to transform their subjects into mindless thralls.
16	A legendary warrior has returned, but whispers claim it's a pretender driven by greed.
21	A city-state's council plots to expand its borders into sacred land, stirring divine wrath.
22	A desperate prince uses forbidden magic to protect his realm, drawing the attention of elder forces.
23	A city offers glory to anyone who can conquer the Spine of Kharn, but none who try ever return.
24	A scholar accidentally awakens a sleeping titan while unearthing lost knowledge.
25	A general campaigns to unite Khor'Dara under one banner, no matter the cost.
26	A forgotten god demands a grand temple be built in its honor—or it will claim retribution.
31	A powerful noble hires mercenaries to retrieve an artifact, but they plan to keep its power for themselves.

d66	Adventure Seed
32	A group of priests declares war on a rival sect, their conflict threatening the land itself.
33	A struggling tribe unleashes a cursed weapon to repel invaders, but it exacts a dire toll.
34	A child claiming to be the reincarnation of a god gathers followers, but not all believe their claims.
35	A rich merchant has bought the loyalty of a tribal warlord, destabilizing the frontier.
36	A sorcerer's experiments have turned the Riverlands into a toxic wasteland. Can they be stopped?
41	A rogue necromancer offers forbidden power to anyone willing to pay their price.
42	A city-state hosts a tournament to find the mightiest champion but secretly plans to sacrifice the victor.
43	A cursed blade has fallen into the hands of a petty thief, who unknowingly spreads chaos.
44	A ruined ziggurat whispers promises of power to those who dare enter its halls.
45	A rival warlord seeks the Spear of the Skycaller to cement their rule, but the spear exacts a cruel price.

d66	Adventure Seed
46	A forbidden ritual could end a famine but would unleash horrors across the land.
51	A tribe's leader covets an artifact that their ancestors forbade anyone to touch.
52	A ruler seeks to erase a rival city with a weapon created from blood magic.
53	A famed architect offers to rebuild a ruined city but secretly plans to enslave its people.
54	A long-dead sorcerer's library has been unearthed, and factions race to claim its secrets.
55	A cursed river threatens to flood the land unless a terrible sacrifice is made.
56	A tribe worships a fallen star that whispers of dominance but corrupts all who listen.
61	A legendary beast has been captured for sport, but its capture stirs greater danger.
62	A ruler's greed leads them to plunder a sacred grove, angering the Forest King.
63	A seer predicts the rise of a hero who will overthrow a tyrant, leading to bloody purges.
64	A gold rush in the Singing Peaks sparks violent conflict between miners and local clans.

d66**Adventure Seed**

65	A city's ruler has vanished, leaving factions scrambling for power as chaos looms.
66	A sorcerer bargains with an elder god to conquer the continent, risking catastrophe.

Moral Ambiguity**d66****Adventure Seed**

11	A warlord offers protection to nearby villages but demands tribute in lives or gold.
12	A tribe asks you to steal sacred artifacts from a city-state to ensure their survival.
13	A dying priest confesses their temple hoards wealth stolen from the poor.
14	A healer offers aid to a plague-stricken town but only for a steep and unethical price.
15	A powerful noble asks you to sabotage their rival's defenses, ensuring a swift conquest.
16	A child thief reveals they've been stealing to support an outlawed but benevolent cult.
21	A rival adventurer accuses your employer of treachery, claiming they saved their life.

d66	Adventure Seed
22	A town is harassed by spirits demanding the return of stolen relics—will you appease them?
23	A tribe offers you sanctuary but demands you lead a raid against a neighboring city.
24	A reclusive sorcerer offers aid in a dire crisis but insists on a dark, unspoken favor.
25	A powerful warrior demands a duel, but defeating them would doom their tribe.
26	A priest begs you to destroy a cursed artifact, but it could also save their dying child.
31	A caravan guards a treasure they claim is cursed. Do you take it to help a starving village?
32	A band of mercenaries offers protection but threatens to overthrow the local ruler.
33	A tribe faces extinction unless they ally with a tyrannical ruler. Do you broker the deal?
34	A necromancer offers to revive a fallen comrade but hints at an unnatural cost.
35	A wild beast terrorizes a region, but killing it may drive its species to extinction.

d66**Adventure Seed**

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|----|---|
| 36 | A dying king wants you to deliver their crown to an heir exiled for heinous crimes. |
| 41 | A sacred relic is needed to repel invaders but would curse the land forever. |
| 42 | A merchant you aid is later revealed to be a notorious slave trader. Do you turn them in? |
| 43 | A noble family offers you riches to track down their “runaway servant,” who claims freedom. |
| 44 | A rival city offers peace but demands the destruction of a nearby tribe. |
| 45 | A deadly artifact offers its wielder invincibility but drives them mad. |
| 46 | A sorcerer’s failed spell threatens a village; killing them would halt the damage. |
| 51 | A desperate tribe asks you to desecrate a rival’s holy site to ensure their survival. |
| 52 | A priest claims you’ve been chosen by the gods, but their motives remain suspect. |
| 53 | A powerful entity offers you immense power to save lives but at the cost of your soul. |
| 54 | A mercenary company asks for your help securing territory stolen from a peaceful tribe. |
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d66	Adventure Seed
55	A cursed town offers gold for aid, but survivors warn their plight is self-inflicted.
56	A ruler offers freedom to enslaved people in exchange for help crushing a rebellion.
61	A noble family seeks revenge on a tribe for a massacre; the tribe swears innocence.
62	A city-state asks you to poison the waters of an enemy tribe to win a coming war.
63	A dying sorcerer offers to train you but demands you continue their dark work.
64	A powerful shaman asks you to destroy an elder beast whose death will destabilize the land.
65	A group of survivors pleads for you to help them escape a tyrant—but they hide dark secrets.
66	A once-heroic figure asks you to kill them before they lose control of their power.

Mystery and Wonder

d66	Adventure Seed
11	A glowing door in the Abyssal Rift hums with power but cannot be opened by mortal hands.
12	A ghostly figure offers cryptic guidance, urging you toward an ancient ziggurat.

d66**Adventure Seed**

13	A nomad claims the Singing Peaks have begun “calling” travelers to their doom.
14	A dying starshard hums with forgotten knowledge, luring scholars and treasure hunters.
15	A desert mirage reveals an ancient city, untouched by time—but only briefly.
16	A titan’s fossilized remains stir, shaking the land as if alive once more.
21	A hermit guards a relic they claim holds the key to the gods’ downfall.
22	A strange, glowing mist flows through the jungle, disorienting all who enter.
23	A map to a mythical floating city falls into your hands—can it be real?
24	A newly unearthed ruin whispers warnings in a language no one remembers.
25	A cryptic prophecy points to the Veil of Muon, but those who enter rarely return.
26	A cursed mask speaks to its bearer, revealing truths and lies in equal measure.
31	A forgotten temple plays a haunting melody that compels travelers to dance.
32	A shaman dreams of a mythical beast, insisting it holds the fate of the land.
33	A city’s canals glow with unnatural light; some say it’s the drowned god’s return.
34	A tribe claims the stars have shifted, signaling the rise of a long-lost hero.

d66	Adventure Seed
35	A deep cavern hums with otherworldly energy, making explorers hear disembodied voices.
36	A relic from an elder race seems to rewrite history, changing what people remember.
41	A thunderstorm manifests faces in its lightning, seemingly watching travelers below.
42	A vast chasm opens suddenly, revealing a city buried beneath layers of earth.
43	A strange artifact pulses in time with the heartbeat of those nearby.
44	A skyward light appears at the Spine of Kharn, visible for miles but unreachable.
45	A nomadic oracle speaks of a “song of the earth” that only the chosen can hear.
46	A river spirit demands tribute for passage, but its motives seem oddly human.
51	A tower in the jungle grows taller every full moon, defying all reason.
52	A creature made entirely of light appears during a festival, dazzling and alarming all.
53	A time-lost figure appears in the wilderness, claiming they know your future.
54	A sacred grove blooms with ethereal flowers, but plucking them causes strange visions.

d66	Adventure Seed
55	A massive floating stone hovers in the Cloud Marches, singing in an alien tongue.
56	A portal to another realm opens, revealing a city both alien and familiar.
61	A mountain begins to hum loudly, frightening local tribes and shaking nearby settlements.
62	A dead river flows again, its waters reflecting ghostly faces.
63	A cursed ship sails on land, leaving tracks of melted glass in its wake.
64	A statue whispers ancient secrets when bathed in moonlight.
65	A strange, new constellation appears in the sky, and people begin hearing voices.
66	A relic glows brighter as you approach, warning you of unseen dangers.

Tribal Origins and Rites of Passage

d66	Entry
11	Skycaller Initiation: Must ride a wild beast through a deadly storm to prove their bond with the wind.
12	Bloodwater Baptism: The tribe's shaman marks the initiate with a pattern of cuts,

d66	Entry
	which must be bathed in sacred swamp water.
13	Bonecarver Ceremony: Initiates carve a weapon from the bones of a slain predator to claim their place as a warrior.
14	Trial of Shadows: Survive alone in the forest for a full moon, evading both predators and the Forest King's watchful eye.
15	Scorched Rite: Walk barefoot across hot coals to demonstrate endurance and resolve.
16	River Reckoning: Swim across a treacherous river and return with a token of the spirits' favor.
21	Sky Burial Watch: Spend a night on a mountaintop, meditating with the bones of the ancestors.
22	Masking Ritual: Wear a mask crafted by the elders until the tribe determines you've proven your true face.
23	Storm-Dance Duel: Face a rival in a ceremonial fight atop a storm-swept ridge.
24	Death's Rebirth: Simulate death by burial under the earth, only to emerge renewed.

d66	Entry
25	Feather Hunt: Capture the feather of a monstrous bird to gain the tribe's blessing.
26	Firekeeper Vigil: Tend a sacred fire for three days without letting it extinguish.
31	Spirit Walk: Travel into the Veil of Muon and return with a vision—or risk being lost forever.
32	Cleansing of the Fangs: Gather the venom of a deadly predator to anoint your weapon.
33	Battle of the Ancestors: Reenact an ancient battle to learn the tribe's history and find your role within it.
34	Hunt of the Titan's Shadow: Chase a mythical beast across the steppes and return with a trophy.
35	Bloodbrother Pact: Forge a lifelong bond with another initiate through shared trials and a blood oath.
36	Song of the Skycaller: Craft and play a melody on a wind-hollowed bone flute during a gale.

d66	Entry
41	Earthbinding Rite: Bury your weapon in sacred ground and retrieve it after fasting for three days.
42	Ancestor's Echo: Commune with the spirits to receive your tribal name and purpose.
43	Wolf Hunt Ceremony: Join a pack of hunters to slay a beast said to be cursed by an enemy tribe.
44	Bonfire Leap: Leap through a roaring bonfire while elders chant blessings for courage.
45	Forest's Claim: Allow the jungle to mark you with its thorns, granting you its protection—or curse.
46	Spiritblade Baptism: Bathe your weapon in a sacred pool to bind it to your soul.
51	Ghost Vision: Inhale the fumes of a sacred herb and recount your vision to the elders.
52	Mark of the Sun: Burn a sigil into your skin to prove your resolve to the tribe's protector deity.
53	Trial of Silence: Spend one season alone, speaking no words,

d66	Entry
	until you return with proof of your survival.
54	Riverstone Carving: Shape a stone into a talisman, channeling the guidance of the river spirits.
55	Ancestor's Feast: Prepare and serve a feast in honor of a long-dead hero, ensuring their favor.
56	Fangtooth Duel: Face an elder in combat, fighting with ceremonial bone daggers.
61	Night of the Eclipse: Endure the terrors of a moonless night in a cursed region without aid.
62	Weeping Roots Ritual: Drink the sap of a sacred tree to connect with the Weeping Forest.
63	Thundershield Trial: Forge and bless a shield to withstand a storm's fury.
64	Spirit's Mask: Create and wear a mask to reflect the ancestor who will guide your path.
65	Bonebridge Crossing: Walk a bridge made of bones over a treacherous canyon to prove balance and courage.

d66	Entry
66	Falling Star Watch: Witness a celestial event and interpret its meaning for the tribe's future.

Unusual Traits or Quirks for NPCs

d66	Entry
11	Speaks only in riddles and claims to have no memory of their origins.
12	Wears a mask at all times, hiding scars said to be inflicted by an angry god.
13	Collects teeth from fallen foes and strings them into elaborate necklaces.
14	Laughs uncontrollably when nervous or lying.
15	Has an intense fear of shadows, carrying dozens of lanterns to ward them off.
16	Never eats food prepared by others, claiming it's always poisoned.
21	Bears glowing tattoos that shift with their emotions.
22	Insists they are haunted by the ghost of their twin sibling.

d66	Entry
23	Hums ominous tunes when danger approaches, seemingly without noticing.
24	Wields an oversized weapon that they claim is cursed to never let them rest.
25	Constantly sketches maps, even of places they've never been.
26	Speaks in the third person and refers to themselves as their weapon's servant.
31	Carries a jar of glowing fireflies, calling them "ancestors" who guide them.
32	Has a patch of fur, scales, or feathers growing from their skin.
33	Always seems to know what time it is, even in complete darkness.
34	Frequently makes offerings to invisible spirits.
35	Cracks their knuckles loudly before making any decision.
36	Claims to have "borrowed" their body from someone else.
41	Has a voice that echoes unnaturally in enclosed spaces.

d66	Entry
42	Often finishes others' sentences with uncanny accuracy.
43	Refuses to walk through doorways, always climbing through windows instead.
44	Only eats raw meat, believing it strengthens their bond with predators.
45	Their shadow behaves independently, mimicking actions before they occur.
46	Repeatedly forgets their name and must check a note to remember it.
51	Claims to be the reincarnation of a hero but can't remember the details.
52	Speaks to their weapon as if it's alive—and it might be.
53	A thick scar across their throat makes their voice unnervingly raspy.
54	Wears mismatched armor scavenged from fallen enemies, claiming it's a trophy.
55	Tends to a small, otherworldly creature they keep hidden in their cloak.

d66	Entry
56	Has a different accent or mannerism each time you meet them.
61	Seems to instinctively know when someone nearby is lying.
62	Can't stop staring at the moon, speaking cryptic phrases about its phases.
63	Has a strange fascination with fire, staring into flames for hours.
64	Collects trinkets from ruins, even if they're useless.
65	Leaves cryptic symbols wherever they camp.
66	Sometimes falls into a trance, claiming to hear a voice that predicts danger.

Personal Goals and Hidden Agendas

d66	Entry
11	Seeking revenge against a rival who betrayed them during a raid.
12	Secretly working to resurrect a loved one using forbidden rituals.

d66	Entry
13	Wishes to overthrow their leader and claim the tribe or city for themselves.
14	Searching for an artifact that will prove their divine lineage.
15	Plans to unite warring tribes under their rule, no matter the cost.
16	Desires to open a portal to another realm to learn its secrets.
21	Has sworn to protect a child destined for greatness but refuses to reveal why.
22	Wants to discover the lost location of a mythical treasure hoard.
23	Hopes to earn favor with a god by completing an impossible task.
24	Seeks to destroy all remnants of a forgotten civilization they deem heretical.
25	Intends to free an imprisoned elder spirit, even if it risks great destruction.
26	Trying to secure enough wealth to retire far from conflict.

d66	Entry
31	Desires vengeance on the descendants of those who wronged their ancestors.
32	Dreams of taming a legendary beast to prove their worth.
33	Wishes to broker peace between two rival factions, hiding personal stakes.
34	Is trying to conceal their cursed lineage from others.
35	Hopes to achieve immortality through sorcery, at any price.
36	Plans to sabotage a powerful faction they believe threatens the world.
41	Seeks redemption for a past mistake that led to many deaths.
42	Desires to master a forbidden form of magic to challenge the gods.
43	Secretly working as a spy for a rival faction.
44	Aims to restore an ancient ruin to its former glory.
45	Wishes to destroy an artifact tied to their family's shameful history.

d66	Entry
46	Plans to usurp their mentor or master when the time is right.
51	Believes they are destined to become a hero from a prophecy.
52	Hopes to cure a magical affliction that slowly consumes them.
53	Aims to protect an endangered tribe or species from exploitation.
54	Wants to claim vengeance against a supernatural entity that wronged them.
55	Seeks to destroy all magic, believing it to be a curse upon the world.
56	Intends to gain enough power to challenge their ruling deity.
61	Wants to find a lost sibling taken by slavers or raiders.
62	Plans to betray their current companions at a critical moment.
63	Desires to destroy a rival faction by spreading discord and rumors.

d66	Entry
64	Hopes to preserve their tribe's dying traditions by creating a lasting legacy.
65	Is hunting for a mythical being they believe holds all the answers they need.
66	Wishes to ascend to godhood to "fix" the world in their image.

Unique Weapons with a Dark History

d66	Weapon
11	Bloodfang Blade: A sword that grows sharper with each life it takes, but saps its wielder's strength.
12	Shroudclaw: A dagger that cloaks its user in shadow, but whispers secrets to nearby enemies.
13	Ashstrike Spear: Forged in volcanic fire, it burns its enemies but slowly chars its wielder's flesh.
14	Moonveil Bow: Arrows fired from it strike true under moonlight but falter in daylight.
15	Ebonhammer: A weapon that shatters bones effortlessly but

d66	Weapon
	crumbles when used against stone.
16	Wailstone Axe: Emits a chilling scream when swung, unnerving foes—and allies.
21	Venombrand Sword: Inflicts lingering poison but corrupts its wielder's mind.
22	Doomspike Lance: A weapon that impales multiple foes but binds their souls to the wielder.
23	Rustfang Dagger: Inflicts wounds that never heal, but rusts further with every use.
24	Gravecall Staff: Summons skeletal allies at the cost of the wielder's vitality.
25	Stormrider's Blade: Calls down lightning but becomes impossible to wield in calm weather.
26	Hollowfang Bow: Fires arrows that cannot be seen or heard but drain the wielder's blood.
31	Soulforge Maul: Breaks the will of enemies but slowly steals the wielder's memories.
32	Blightblade: Wounds left by this sword fester unnatu-

d66	Weapon
	rally, but its wielder becomes marked by decay.
33	Shardfire Staff: Channels devastating flame but permanently scars its wielder with each use.
34	Ironleaf Shield: Deflects all but the strongest blows but makes its user susceptible to magic.
35	Mirrorsteel Sword: Reflects its wielder's image in its blade, twisting with each kill.
36	Thunderclaw Gauntlet: Grants immense strength but forces its wielder into blind rages.
41	Frostbite Axe: Freezes flesh instantly, but numbs the wielder's hands with prolonged use.
42	Serpentfang Spear: Strikes with venomous precision but must be bathed in blood daily.
43	Crimson Veil Blade: Renders the wielder invisible when unsheathed but drains their life force.
44	Obsidian Howl: A curved blade that lets out an eerie howl when swung, attracting predators.

d66	Weapon
45	Ironroot Bow: Arrows grow into vines, binding foes, but the bow slowly entangles its wielder.
46	Wraithcaller Sword: Summons specters to fight alongside its wielder but demands their life as payment.
51	Lanternblade: Illuminates the darkest paths but reveals the wielder's location to all nearby.
52	Blackwater Staff: Controls water but corrupts it into a toxic sludge over time.
53	Starborn Mace: Strikes with the force of a meteor but burns the wielder's hand with each swing.
54	Dreadthorn Bow: Arrows grow into thorny brambles, but they pierce friend and foe alike.
55	Voidlash Whip: Lashes tear reality itself but slowly unravel the wielder's sanity.
56	Bonegrinder Flail: Gains power with every kill, but the chain tightens around the wielder's wrist.

d66	Weapon
61	Stormbound Javelin: Soars farther than any normal spear, but becomes lost after every throw.
62	Cursed Crown Blade: Grants visions of its previous wielders, but each vision worsens the wielder's paranoia.
63	Shadowpiercer Rapier: Passes through armor like air but becomes brittle in sunlight.
64	Soulbreaker Halberd: Rends both body and soul but grows heavier with each use.
65	Phoenixfang Sword: Heals its wielder when it kills but bursts into flames if swung too often.
66	Eclipse Blade: A sword of absolute darkness that steals light, but blinds its wielder over time.

Warrior Traditions from Various Cultures

d66	Entry
11	Storm Dancers: Warriors who fight with curved blades, their movements mirroring lightning strikes.
12	Bonecarvers: Use weapons carved from prey and adorn

d66	Entry
	themselves with trophies of hunts.
13	Shieldweavers: Form unbreakable phalanxes using intricately interlocked shields.
14	Bloodsingers: Chant battle hymns that inspire allies and terrify enemies.
15	Ghostblades: Strike swiftly and vanish, leaving only whispers behind.
16	Flamebearers: Fight with flaming weapons, their battles spectacles of fire.
21	Windriders: Mounted warriors who use their speed to overwhelm enemies.
22	Death's Echo: Duelists who reenact the motions of ancient heroes in battle.
23	Stonehearts: Fight with hammers, claiming unyielding resolve from the mountains.
24	Serpentfangs: Rely on venom-coated weapons and stealth.
25	Blightwalkers: Warriors who endure cursed terrain and inflict sickness upon their foes.

d66	Entry
26	Skycallers: Use weapons imbued with elemental power, often blessed by storms.
31	Firebrands: Set traps to ignite the battlefield, causing chaos before charging.
32	Riftclimbers: Experts in fighting at high altitudes or precarious terrain.
33	Ironleaves: Use enchanted wooden weapons, blending nature's power with deadly precision.
34	Wavebreakers: Wield tridents and fight with the rhythm of the sea.
35	Wraithbinders: Channel the spirits of the dead for added strength.
36	Doomcallers: Use loud warhorns to disorient and demoralize their enemies.
41	Sunwalkers: Rely on the blessings of light to blind and purify their foes.
42	Thunderstriders: Charge into battle with spears, shattering enemy formations.

d66	Entry
43	Frostfangs: Use ice-infused weapons, leaving their foes frozen in fear.
44	Bladewhisperers: Duelists who can disarm opponents with a single precise move.
45	Necroguards: Protect their leaders using undead-enhanced tactics.
46	Veilwalkers: Strike from the shadows, retreating before retaliation.
51	Stonelords: Excel in ambush tactics, blending into rocky terrain.
52	Dawnchasers: Fight with fire-lit weapons, claiming dawn as their inspiration.
53	Cindershields: Carry charred shields that can reflect heat and fire back at enemies.
54	Lifebinders: Use vines and thorns to entangle foes while striking from afar.
55	Ashcloaks: Fight surrounded by smoke, confusing their enemies.

d66	Entry
56	Bladeshards: Use shattered weapons for chaotic but effective strikes.
61	Skyborn: Train alongside giant birds, often launching aerial assaults.
62	Wolfkin: Fight as packs, howling to unnerve their prey.
63	Bloodstone Legion: Paint themselves with blood and mud, creating terrifying visages.
64	Voidwalkers: Infuse their weapons with dark energy to weaken their foes.
65	Eclipsed Blades: Fight during solar eclipses, using the chaos of shadow to their advantage.
66	Starseekers: Use celestial phenomena to time their attacks for maximum effect.

Traits of Rival Adventurers

d66	Entry
11	Believes themselves to be the true protagonist of every encounter.
12	Refuses to use weapons and fights barehanded for honor.

d66	Entry
13	Always carries a cursed item they refuse to part with.
14	Hoards treasure compulsively, even if it endangers the group.
15	Has an intense rivalry with another NPC in your group.
16	Claims to follow the gods but ignores any sign of divine displeasure.
21	Obsessed with collecting rare and dangerous creatures.
22	Speaks in cryptic phrases, often confusing allies and enemies alike.
23	Carries a sentient weapon with its own motives.
24	Has a tragic backstory they share constantly, looking for sympathy.
25	Refuses to wear armor, insisting their speed will keep them safe.
26	Constantly underestimates the danger of every situation.
31	Keeps detailed records of their exploits, embellishing liberally.
32	Treats every fight as a grand spectacle, narrating their own moves.

d66	Entry
33	Has a price on their head and is hunted wherever they go.
34	Will betray anyone for the right price or opportunity.
35	Pretends to be a noble but is clearly lying.
36	Competes with you to collect magical artifacts, no matter the consequences.
41	Is terrified of supernatural creatures but hides it poorly.
42	Frequently takes credit for victories they didn't earn.
43	Challenges party members to duels for trivial reasons.
44	Believes they are cursed and blames every setback on the curse.
45	Has a debt to a dangerous faction they're hiding from.
46	Secretly sabotages allies to ensure they come out on top.
51	Has a vendetta against a specific monster or faction, often derailing plans.
52	Insists on leading every group they join, regardless of their skills.

d66	Entry
53	Is a secret agent for a powerful faction, collecting information.
54	Hides a deadly magical affliction they fear will destroy them.
55	Wields a weapon so ostentatious it's impractical in combat.
56	Constantly compares their exploits to a famous adventurer they idolize.
61	Has a second identity they switch to when it benefits them.
62	Obsessed with finding an ancient relic they believe will grant them godhood.
63	Repeatedly steals from allies and blames others.
64	Refuses to kill, even when it puts others in danger.
65	Secretly working against the group to further their own goals.
66	Will stop at nothing to recover a lost family heirloom.

Weather Conditions and Their Effects

d66	Condition
11	Clear Skies: Easy navigation; morale improves for the day.

d66	Condition
12	Overcast: Shadows are duller; stealth checks gain Advantage but morale falters.
13	Light Rain: Slows travel slightly; foraging checks have Advantage.
14	Heavy Rain: Travel speed halved; visibility reduced. Rivers swell dangerously.
15	Foggy: Visibility limited to a few feet; stealth checks gain Advantage, but navigation suffers.
16	Thunderstorm: Lightning strikes and flooding threaten. All ranged attacks have Disadvantage.
21	Windy: Loose items or light structures are at risk; ranged attacks suffer Disadvantage.
22	Hailstorm: Hailstones cause minor damage over time; perception checks are harder.
23	Blistering Heat: Exhaustion risks increase. Water consumption doubles.
24	Freezing Cold: Movement slows, and frostbite becomes a danger without proper protection.
25	Snowfall: Navigation becomes difficult. Fresh tracks may reveal or betray travelers.

d66	Condition
26	Dust Storm: Sight is completely obscured. Breathing becomes difficult without cover.
31	Supernatural Calm: The air is unnervingly still. Predators are more likely to strike.
32	Radiant Sunset: The beauty inspires awe. Gain Advantage on morale checks, but predators stalk at dusk.
33	Eerie Night Fog: Figures or shapes appear within the mist, possibly illusory.
34	Howling Winds: Strange voices seem to speak through the gusts. Navigation becomes dangerous.
35	Ashfall: Grey ash rains down, making tracks impossible to follow and causing respiratory discomfort.
36	Blinding Light: An unexplained brightness bathes the land, disorienting all.
41	Sudden Storm: A freak deluge appears from nowhere, forcing an immediate search for cover.
42	Magical Rain: Rain droplets shimmer with strange energy, causing minor mutations or visions.

d66	Condition
43	Starless Night: The stars vanish, leaving complete darkness. Travel is impossible without light sources.
44	Auroras: Colorful lights dance across the sky, distracting or mesmerizing travelers.
45	Time-Freeze Fog: Inexplicably, time seems to slow within a heavy mist.
46	Lightning Barrage: The storm strikes with unusual precision, targeting metallic objects.
51	Pollen Drift: Thick clouds of pollen choke the air, causing sickness or hallucinations.
52	Searing Winds: Winds from the Wastelands carry heat intense enough to blister skin.
53	Frozen Gale: Winds freeze everything they touch; exposed flesh suffers instant frostbite.
54	Blood Rain: Red droplets fall, raising fear and morale penalties.
55	Storm of Echoes: Thunder repeats as whispered voices. Some claim they hear prophecy.
56	Firestorm: Fiery winds scour the land, reducing visibility and sparking wildfires.

d66	Condition
61	Shadow Eclipse: A partial eclipse unnerves the party; luck seems to falter.
62	Mirage Lights: The landscape shimmers with illusions, leading to disorientation.
63	Ice Needles: Tiny ice crystals rain down, inflicting small but persistent injuries.
64	Crimson Horizon: A blood-red sunset seems to foretell danger.
65	Rainbow Veil: A beautiful prismatic curtain obscures the horizon, hiding unknown dangers.
66	Cursed Drizzle: A light rain causes a sense of dread; those caught in it report disturbing dreams.

Environmental Hazards in the Wilderness

d66	Hazard
11	Quicksand: A seemingly stable path hides a treacherous sinkhole.
12	Venomous Insects: A swarm of biting insects forces the group to find cover.
13	Rogue Boulder: A sudden landslide sends boulders tumbling toward the party.

d66	Hazard
14	Collapsed Trail: A key path crumbles into a steep ravine, requiring detours or clever navigation.
15	Carnivorous Plants: Large, camouflaged plants snap at unwary travelers.
16	Poisonous Spores: Fungi release clouds of spores that cause sickness or hallucinations.
21	Flooded Path: A swollen river or swamp blocks passage, requiring improvisation to cross.
22	Rockfall: Loose debris from above rains down, causing injury and blocking the path.
23	Magnetic Disturbance: Metal objects behave erratically, and navigation tools fail.
24	Petrifying Mist: A fog slowly turns living beings to stone if they linger too long.
25	Erupting Geyser: Scalding water bursts from the ground, threatening burns and upheaval.
26	Tree Collapse: A massive tree falls without warning, crushing anything below.

d66	Hazard
31	Echoing Cries: Strange noises distract and unsettle the group, leading them off track.
32	Hidden Predator: A predator hides nearby, striking when the group is at its weakest.
33	Toxic River: Water is tainted with toxins, unusable for drinking or foraging.
34	Windswept Fire: A wildfire ignites, moving swiftly toward the group.
35	Sunken Caves: A hollow area collapses underfoot, swallowing anything on top.
36	Haunting Howls: Supernatural screams echo through the air, sapping morale.
41	Swarming Creatures: Mice, insects, or small predators swarm unexpectedly, overwhelming the group.
42	Enchanted Stones: Stepping on these glowing stones induces vivid nightmares or hallucinations.
43	Cursed Idol: A small shrine tempts curious travelers, cursing those who disturb it.

d66	Hazard
44	Mirage Heatwaves: Hallucinations distract and disorient the party, wasting time and supplies.
45	Living Vines: Vines suddenly animate, attempting to drag travelers into the undergrowth.
46	Whispering Breeze: The wind carries strange, distracting voices that may mislead the group.
51	Spike Traps: Old hunting traps hidden beneath debris threaten limbs and lives.
52	Tar Pits: The ground collapses into bubbling, inescapable tar, threatening to engulf travelers.
53	Sudden Chasm: A new rift in the ground forces the group to reroute.
54	Fungal Growth: A massive fungus emits spores that cause drowsiness or aggression.
55	Petrified Forest: The path winds through a silent, eerie expanse of stone trees.
56	Ancient Snare: A forgotten hunting trap is still functional, ensnaring travelers.

d66	Hazard
61	Shifting Sands: Loose sand creates illusions of stability, risking entrapment.
62	Skyfall Crystals: Shards of magical crystal rain from above, dangerous but valuable.
63	Predatory Fog: The mist seems to follow travelers, hiding lurking creatures.
64	Geyser Eruption: Boiling steam explodes without warning, scorching the landscape.
65	Forgotten Graveyard: A haunted burial site triggers unexplained phenomena.
66	Temporal Rift: The area distorts time, causing travelers to lose hours or even days.

Mysterious Ruins and Temples

d66	Ruins or Temples
11	Sunken Ziggurat: Half-buried in swampy terrain, its steps are overgrown with moss, and eerie lights shine from within.
12	Cursed Shrine: A small altar surrounded by withered vegetation, with a faint hum of dark energy emanating from it.

d66**Ruins or Temples**

13	Forgotten Vault: Hidden behind a crumbled rockfall, it contains gold coins but an ominous warning etched into the walls.
14	Titan's Rest: A massive humanoid skeleton sprawls across the ruins, with an ancient spear embedded in its ribcage.
15	Bloodstone Monolith: A towering red stone hums with power, its inscriptions glowing faintly in moonlight.
16	Temple of Whispers: Murmurs echo from its darkened halls, warning intruders to turn back—or face unknown consequences.
21	Star-Fall Spire: A crumbled spire made from meteorite fragments, still pulsing with alien energy.
22	Skyward Steps: A stairway ascending into mist; those who climb higher often disappear.
23	Echoing Tomb: Sounds in the area repeat unnaturally, as though the space bends time and memory.
24	Petrified Cathedral: This massive ruin is encased in stone, as if frozen in the middle of a cataclysm.
25	Golden Canopy: A ruin overtaken by immense, gold-leaved trees that glow faintly in the dark.

d66	Ruins or Temples
26	Abyssal Gate: A massive black archway carved with glyphs that seem to shimmer when viewed directly.
31	Rift Shrine: The ruins pulse with unnatural energy, and an open portal flickers in and out of existence.
32	Obsidian Watchtower: Perched on a cliff, it radiates a dark aura and overlooks the wastelands below.
33	Veiled Pyramid: Covered in layers of fine sand, the pyramid's tip reveals a crystal that catches the sun's rays unnaturally.
34	Temple of the Crawling Vines: Every surface is covered with living plants, and the air hums with vitality—or menace.
35	Sealed Crypt: The entrance is chained shut with runes of warning, yet faint knocking comes from within.
36	Weeping Ruins: This structure constantly drips water, even in arid climates, creating a strange, chilling echo.
41	Floating Pillars: A ruined plaza of ancient pillars that hover slightly above the ground.
42	Mirror Pool Temple: Reflective water lines the halls, and reflections sometimes move independently of their counterparts.

d66**Ruins or Temples**

43	Bone-Guarded Ruins: Skulls and ribcages litter the area, arranged in warning patterns.
44	Shattered Obelisk: Its broken pieces float mid-air, glowing faintly and humming with barely restrained power.
45	Temple of Storms: A ruin atop a mountain that crackles with lightning even under clear skies.
46	Labyrinth of Eternal Night: This ruin is shrouded in darkness that no torch can pierce.
51	Crystal Choir Cavern: Within the ruin, singing crystal formations create haunting melodies.
52	Shadowed Hall: Every light brought here dims unnaturally, and shadowy figures flicker just out of view.
53	Rift of Flame: This cracked temple floor occasionally bursts with searing jets of fire.
54	Skyblade Altar: A sword floats above an ancient altar, but the air around it feels heavy and menacing.
55	Entwined Grove: Massive tree roots form halls and chambers, intertwining with ancient stone.

d66	Ruins or Temples
56	Temple of the Hollow God: A colossal statue dominates the ruin, but its head is missing, leaving an eerie void.
61	Gold-Spined Arch: Glittering spines of gold line the entrance, but touching them creates strange auditory hallucinations.
62	Eclipse Temple: The temple's carvings depict an unending eclipse, and its altar bleeds black ichor.
63	Veilspire Ruins: A tower cloaked in mist that refuses to dissipate, hiding untold treasures—or dangers.
64	Burned Ziggurat: Scorched and crumbling, its remaining carvings speak of a long-forgotten fire deity.
65	Runed Coliseum: The arena thrums with power, and ghostly combatants replay ancient battles.
66	Starshard Observatory: The structure contains broken instruments, but the heavens themselves seem closer here.

Random Jungle Encounters

d66	Encounter
11	A pack of brightly feathered raptors stalks the party from the undergrowth.

d66	Encounter
12	A gigantic snake silently coils around a nearby tree, observing travelers.
13	A carnivorous plant snaps at the unwary, with treasure glittering among its roots.
14	A swarm of venomous insects clouds the air, attacking relentlessly.
15	A group of hunters from a local tribe demands tribute for passage.
16	A glowing, ghostly figure darts between trees, vanishing when approached.
21	An enormous bird, its wings shimmering with strange patterns, screeches overhead.
22	A moss-covered ruin looms in the distance, surrounded by flickering lights.
23	The sound of rushing water leads to a hidden cascade—but something lurks within the pool.
24	A wounded predator blocks the path, desperate and dangerous.
25	A grove of trees animates and moves to block progress.

d66	Encounter
26	A shaman from the Ironleaf Clans offers cryptic warnings about the Forest King.
31	A deep pit filled with writhing, venomous creatures yawns suddenly ahead.
32	A jaguar with glowing eyes prowls, unafraid of the group.
33	A trail of glowing mushrooms leads into denser jungle.
34	A winged serpent circles above, watching cautiously.
35	Faint singing echoes through the jungle, but no source can be found.
36	The ground trembles as something massive moves nearby.
41	A tribe of monkey-like creatures throws stones and shrieks, testing the party's patience.
42	An old hermit tends a fire and speaks of "ancient spirits" that will awaken soon.
43	A jagged tree trunk is covered in strange, glowing carvings.
44	A dense fog envelops the area, and faint shapes flit just out of sight.
45	A hunter offers to trade, though their goods seem strangely cursed.

d66	Encounter
46	A blackened skeleton, overgrown with moss, clutches a rusted blade.
51	A shimmering, multicolored bird sings an unearthly tune.
52	A jagged scar in the ground leads to an underground cavern filled with echoes.
53	An enormous, colorful insect clicks and chirps, clearly guarding something valuable.
54	A nomadic group of Skycallers rests nearby and invites a cautious exchange of words—or steel.
55	A predator's ambush reveals its lair, filled with fresh kills and old treasures.
56	A grove of trees bears fruit that glows faintly in the dark, tempting but dangerous.
61	The group stumbles into a field of thorny vines that move unnaturally.
62	A deep, resonant hum fills the jungle, coming from no discernible source.
63	A burst of rain suddenly floods the area, cutting off an escape route.
64	Tracks of a massive predator lead directly to a ruined campsite.

d66	Encounter
65	A colorful, venomous frog leaps onto a traveler's gear.
66	A grove of ancient, humanoid statues is partially reclaimed by the jungle.

Scorched Wasteland Events

d66	Event
11	A massive dust devil sweeps across the plain, scattering loose items and blinding travelers.
12	A distant pillar of fire erupts without warning, its source unclear.
13	A group of scavengers, gaunt and desperate, approaches seeking aid—or weakness.
14	Cracks in the ground emit a low, guttural rumbling, followed by bursts of searing heat.
15	A shimmering mirage reveals a hidden oasis—or is it a trap?
16	A skeletal figure in scorched armor lies half-buried in ash, clutching an unbroken relic.

d66	Event
21	A predator made of flame stalks the group, vanishing before every attack.
22	The remains of a caravan, charred and broken, lie scattered across the desert floor.
23	A strange light pulses under the cracked ground, guiding—or luring—the party onward.
24	A tribe of Ember Wraiths swarms toward the group, their glowing eyes fixed on intruders.
25	The party encounters a lone survivor babbling about a “fire god” and a great sacrifice.
26	A wall of heat suddenly descends, leaving travelers gasping for air and cover.
31	A storm of ash and cinders engulfs the area, forcing the group to seek shelter.
32	The remains of a once-thriving settlement emerge, its structures warped by intense heat.
33	A jagged obsidian spire radiates unnatural heat; inscriptions on it glow faintly.

d66	Event
34	A pack of heat-resistant predators prowls, their glimmering hides reflecting the sunlight.
35	A phantom caravan appears on the horizon, vanishing when approached.
36	A patch of dry, cracked earth suddenly collapses into a network of underground tunnels.
41	The faint sound of chimes leads to a half-buried shrine covered in soot and ash.
42	A volcanic fissure belches plumes of sulfurous smoke, revealing molten streams below.
43	Tracks from a massive, clawed creature disappear into a smoldering gorge.
44	A derelict wagon holds the shattered remains of a powerful artifact.
45	A shimmering dome of light stands in stark contrast to the wasteland's bleakness, radiating energy.
46	A lone figure stumbles forward, burned beyond recog-

d66	Event
	nition, begging for help—or mercy.
51	A massive, blackened skeleton lies curled in the desert, half buried in hardened lava.
52	The group stumbles across a glowing vein of molten minerals in the ground.
53	A blood-red sunrise illuminates shadowy figures moving unnaturally in the distance.
54	A mirage reveals a vision of the wasteland's fertile past, tempting travelers to linger.
55	The ground underfoot begins to radiate unnatural warmth, melting boots and armor.
56	A deep, resonant bell tolls across the wasteland, coming from no discernible source.
61	A weathered obelisk holds the charred names of countless unknown people.
62	The winds carry eerie, distant laughter that grows louder with no apparent source.

d66	Event
63	A massive shadow blots out the sun for minutes, but no creature appears in the sky.
64	A pack of small, fiery creatures skitters along the ground, seemingly toying with the group.
65	A glowing symbol appears briefly in the ash, matching no known language.
66	A deadly firestorm rises on the horizon, forcing a desperate race to safety.

Riverland Mysteries and Foes

d66	Event or Encounter
11	A crocodilian beast larger than a boat surfaces near the group, observing them silently.
12	A strange merchant navigates the river, offering rare goods at suspiciously low prices.
13	The river's flow suddenly reverses, bringing with it bones and old treasures.
14	A thick mist rises from the water, obscuring both threats and opportunities.
15	A rogue shaman on a makeshift raft warns the group to leave before "the spirits rise."

d66	Event or Encounter
16	A school of shimmering, piranha-like fish attacks anything entering the water.
21	A seemingly abandoned boat drifts toward the group, carrying strange cargo.
22	River spirits, their forms glistening like liquid, demand tribute for safe passage.
23	A large aquatic snake glides alongside the party, its scales radiating faint light.
24	An underwater cavern glows faintly with bioluminescence, beckoning the curious.
25	A small island drifts toward the group, but strange figures stand among the foliage.
26	A rogue wave washes ashore, carrying with it wreckage from an unknown source.
31	An eerie silence descends; all life in and around the water seems to vanish.
32	A makeshift fort built on stilts is under siege by swamp predators.
33	A massive, half-sunken temple lies within the river, its entrance just barely visible.
34	A mournful song echoes across the water, coming from an unseen source.
35	A ghostly ship sails the river at night, offering cryptic warnings before disappearing.
36	A group of exiles from a nearby city begs for aid, pursued by river raiders.
41	A whirlpool forms suddenly, revealing the wreckage of a long-lost vessel.

d66	Event or Encounter
42	A shimmering, humanoid figure rises from the river and stares silently before vanishing.
43	A rival adventuring party blocks the way, demanding passage fees.
44	The group encounters an enormous, ancient dam guarded by strange, animate statues.
45	An unusual current draws the group toward a network of submerged ruins.
46	A nomadic clan of river dwellers offers guidance—but at a steep price.
51	The waters rise inexplicably, sweeping debris and threats toward the group.
52	A sleek, scaled predator emerges from the river, tracking the party as prey.
53	A floating tree trunk suddenly animates, attacking with tendrils and gnarled limbs.
54	A thick layer of algae glows faintly, concealing dangerous predators below.
55	A sudden deluge from the mountains floods the river, threatening to sweep away the group.
56	A group of river nomads offers trade but conceals a deadly secret.
61	A stranded merchant's barge carries rare goods—and a cursed artifact.
62	A massive water serpent rises, its scales marked with glowing runes.

d66	Event or Encounter
63	Strange, human-like shapes drift just below the water's surface.
64	A makeshift raft bearing wounded warriors drifts toward the group, its story unclear.
65	A submerged ziggurat's carvings glint with faint, otherworldly light.
66	A whirlpool reveals an entrance to an underwater cavern filled with ancient treasures.

High Mountain Perils

d66	Peril or Event
11	A sudden rockslide crashes down the slope, forcing a desperate scramble for safety.
12	The group's path is blocked by a massive, frost-covered boulder.
13	Thin air causes lightheadedness and hallucinations, making progress treacherous.
14	A nest of gigantic, predatory birds looms above, watching the group intently.
15	A narrow bridge of ice spans a deep chasm, cracking under weight.
16	A storm rolls in, bringing fierce winds and freezing sleet.

d66	Peril or Event
21	A cavern offers shelter but is occupied by a territorial predator.
22	The distant sound of crashing echoes—avalanche danger looms.
23	A mountain shrine emits faint, harmonic tones, seemingly out of nowhere.
24	A strange hermit offers cryptic advice but demands a toll for his wisdom.
25	A hidden crevasse opens beneath a traveler's feet, threatening to swallow them whole.
26	A thunderous roar signals the presence of a territorial frost wyrm.
31	High-altitude storms form out of nowhere, lashing the group with lightning.
32	A group of mountain nomads warns of forbidden peaks and unseen dangers.
33	A treacherous ledge crumbles, forcing the group to find another route.
34	A shimmering ice wall reflects distorted versions of the party, which seem to move on their own.
35	A mountain spirit demands an offering in exchange for safe passage.
36	A flock of massive birds attacks, using the strong winds to their advantage.

d66	Peril or Event
41	A frozen skeleton clutches a map or journal with cryptic notes about the peaks.
42	A fissure in the rock glows faintly, radiating warmth and unnatural energy.
43	A natural stone bridge spans a dizzying chasm, but strong winds make crossing perilous.
44	The sound of heavy wingbeats grows louder as a predator circles overhead.
45	An ancient, broken watchtower juts from the cliffside, offering shelter—or danger.
46	Strange, glowing veins of minerals in the cliff face exude a faint hum.
51	The group finds a hidden mountain shrine, its offerings untouched for centuries.
52	The footprints of a massive beast lead into a narrow, ice-filled gorge.
53	A glowing mist rises from the valley, obscuring everything in eerie light.
54	The wind carries haunting voices, whispering cryptic warnings.
55	A massive snowdrift collapses, revealing a hidden path—or a buried danger.
56	A rival expedition approaches, claiming the path as their territory.

d66	Peril or Event
61	A dead mountaineer is discovered, clutching a relic or journal with urgent warnings.
62	A strange melody echoes from an ice cave, luring travelers toward its depths.
63	A sudden earthquake shakes the peaks, creating chaos and blocking trails.
64	A vertical cliff blocks the way, and the climbing route is riddled with dangers.
65	The tracks of a large, clawed creature lead to a cavern with glowing crystal formations.
66	The summit reveals ancient ruins, but the air thrums with ominous energy.

Unique Features of City-States

d66	Feature
11	Skywalk Canals: Elevated aqueducts serve as both waterways and bustling markets.
12	Hanging Gardens: Verdant terraces spill over the city walls, maintained by sacred gardeners.
13	Obsidian Domes: The rooftops of the ruling district gleam darkly, catching and refracting sunlight.

d66	Feature
14	Living Walls: The city's defensive walls are covered in enchanted moss and vines that repel intruders.
15	Crystal Lanterns: Streets are lit by magical crystals that hum with faint, calming melodies.
16	Sunken Districts: Entire neighborhoods lie partially underwater, accessible only by gondola.
21	Eternal Flame Plaza: A central flame burns perpetually, said to be blessed by the gods.
22	Whispering Alleyways: Certain streets amplify whispers, allowing secret conversations across vast distances.
23	Stone Guardians: Enormous, animate statues patrol the city, enforcing its laws with silent precision.
24	Market of Echoes: A vast bazaar within a cavern that reflects every sound, creating an overwhelming cacophony.
25	Shifting Streets: Sections of the city change layout at night, allegedly to confuse intruders.

d66	Feature
26	Rooftop Shrines: Every building is crowned with a miniature shrine dedicated to a local god.
31	Veiled Courtyards: Ornate silk drapes shroud open-air spaces where only the elite may gather.
32	Stilted Periphery: The outer neighborhoods are raised on stilts above marshy ground, prone to sudden collapse.
33	Labyrinthine Catacombs: A sprawling underground network connects the city's districts, but also hides criminals and monsters.
34	Bloodwell Fountain: A central fountain dyed red by minerals, rumored to have magical properties.
35	Mirror Walls: Polished surfaces throughout the city reflect passersby, occasionally revealing things they'd rather keep hidden.
36	Basilisk Gardens: Enchanted sculptures of petrified creatures adorn a royal promenade.
41	Floating Markets: Entire merchant districts operate on rafts, drifting through canals or rivers.

d66	Feature
42	Chiming Spires: The tallest towers ring out melodies when struck by the wind.
43	Golden Bridges: The city's bridges shimmer as if made of solid gold, though they are merely painted.
44	Moonlit Amphitheater: An outdoor performance space enchanted to glow under moonlight.
45	Towering Archives: A central library rises above the city, containing forbidden knowledge under heavy guard.
46	Sacrificial Plaza: A grand square where offerings to the gods are held, drenched in sacred blood.
51	Shadow Market: A hidden bazaar that appears only during the darkest nights, selling cursed and forbidden goods.
52	Living Statues: Monumental figures that change pose each sunrise, said to watch over the city's destiny.
53	Serpent Pools: Ornamental pools where sacred snakes glide through crystalline water.

d66	Feature
54	Clockwork Ziggurat: A mechanical marvel that rotates to follow the sun, aligning perfectly with solstices.
55	Undying Orchard: A grove within the city that bears fruit year-round, tended by a mysterious order.
56	Gleaming Spines: Tall, needle-like structures that emit light, visible for miles.
61	Golden Canal Gates: Intricate gates control water flow, engraved with images of past rulers.
62	Elder's Seat: A monumental throne embedded in the city center, carved from a single giant stone.
63	River Spirit Shrine: A sacred temple built in the middle of the river, accessible only by boat.
64	Warrior Pillars: Stone columns inscribed with the names of fallen heroes from past battles.
65	Crimson Aqueducts: Water flows tinged red due to the minerals in the rock, believed to strengthen the drinker.

d66	Feature
66	Ethereal Garden: A park where flowers glow faintly, their scents inducing vivid dreams.

Local Festivals and Rituals

d66	Festival or Ritual
11	Festival of the Forgotten: Masks are worn to honor the nameless dead, who are believed to walk among the living during this time.
12	Raincaller's Dance: Performed in the city square to summon rain for the crops.
13	Feast of Chains: Citizens eat symbolic meals to commemorate a past uprising against their oppressors.
14	Dawnlight Vigil: Participants light torches to ward off darkness until sunrise, believed to protect against lurking spirits.
15	Moonflower Bloom: Rare flowers open under moonlight, and offerings are made to ensure a bountiful harvest.
16	The Great Hunt: A competition to capture or slay a mythical beast released into the city outskirts.
21	The Crimson Tide: The canals run red with dyed water during this festival, honoring the city's warrior god.

d66	Festival or Ritual
22	Ritual of Masks: Citizens exchange masks at random, with each symbolizing a different virtue or vice.
23	The Lantern's March: A procession of floating lanterns drifts down the river to honor lost souls.
24	Festival of Reflection: Mirrors are covered or destroyed, believed to trap malevolent spirits during this time.
25	Day of Reckoning: Public trials and executions are held, framed as divine judgment.
26	Eclipse Offering: Rare sacrifices are made during a solar eclipse to ensure prosperity for the city.
31	Harvest of the Moon: A festival celebrating the largest moon of the year, complete with banquets and song.
32	Trial of the Ancestors: Youths reenact heroic deeds from city lore, earning their place in society.
33	Festival of Whispers: During this silent celebration, citizens place written prayers in public spaces.
34	Starfall Revelry: An annual celebration under a meteor shower, believed to bless those who make wishes.

d66	Festival or Ritual
35	Serpent's Feast: Sacred snakes are adorned with flowers and paraded through the streets.
36	Day of the Flame: Citizens carry torches from the Eternal Flame Plaza to their homes for good fortune.
41	Festival of Waking Dreams: A week-long celebration involving hallucinogenic herbs and prophetic rituals.
42	Rite of the River Spirits: The river is blessed, and travelers are warned to pay proper respects to its guardians.
43	Great Bell Toll: A massive bell rings throughout the city, marking a day of mourning for the city's founders.
44	Golden Bounty: Offerings of gold and grain are made to appease the city's patron deity.
45	Shattered Chains Day: An annual reenactment of the city's liberation from tyranny.
46	Skyward Festival: Kites shaped like mythical beasts are flown to honor the gods.
51	Labyrinth Walk: Citizens navigate the city's winding streets, representing life's unpredictable path.
52	Sacred Duel: Chosen warriors reenact the city's founding conflict, drawing massive crowds.

d66	Festival or Ritual
53	Duskfire Celebration: Bonfires are lit at dusk, and the ashes are scattered in sacred sites for protection.
54	Festival of Relics: Artifacts from the city's history are paraded through the streets.
55	Ceremony of the First Flame: Young priests light a sacred fire to commemorate the city's founding.
56	Veil of the Spirits: Citizens wear veils to conceal their faces, honoring spirits who walk unseen among them.
61	Rite of the Shifting Sands: A symbolic march through a constructed desert, commemorating the city's origins.
62	Festival of the Three Suns: Celebrating the gods of dawn, midday, and dusk with offerings and chants.
63	Rain of Ashes: Marked by ritualized burns of incense and relics, symbolizing renewal from destruction.
64	Day of Ascension: Celebrates the city's divine founder, with performances depicting their rise to power.
65	Golden Harvest Ritual: Farmers bring the season's first crop to the city for blessing.
66	Night of the Fallen Star: Commemorating a legendary meteor impact with stargazing and feasts.

Rumors and Whispers in the Marketplace

d66	Rumor
11	A noble’s prized heirloom was stolen, and some say it was cursed to bring ruin to the thief.
12	A mysterious masked figure has been seen buying rare herbs and alchemical supplies.
13	The city’s ruler has fallen ill, and whispers suggest poison rather than disease.
14	A section of the catacombs has been sealed off, with guards refusing to explain why.
15	A long-lost treasure map was sold for a pittance to a wandering adventurer.
16	A local priest has been secretly meeting with a cultist under cover of night.
21	The blacksmith claims their forge is haunted; strange sounds echo from it after dark.
22	A ghost has been seen walking the canals, always pointing toward the same direction.

d66	Rumor
23	A new merchant sells rare gemstones that are said to glow faintly under moonlight.
24	A secret gambling den is rumored to offer strange, cursed prizes.
25	Strange claw marks have been found on rooftops near the marketplace.
26	The ruler's advisor was seen slipping a parchment into the hands of an outsider.
31	A merchant claims they sold a weapon to a hero destined to save—or destroy—the city.
32	An ancient prophecy is being reenacted in the city, and some say disaster looms.
33	A shadowy faction plans to raid the treasury during the next festival.
34	A prisoner in the dungeons claims to know the city's darkest secrets.
35	A farmer brought a fruit to market that grew glowing patterns overnight.

d66	Rumor
36	A cursed artifact was stolen from the archives, and its new owner is marked for doom.
41	A new performer in the square sings songs that predict tragedies—and they come true.
42	A beast has been prowling the outer streets, but no one has seen it clearly.
43	A rival city is rumored to be plotting an attack disguised as a trade envoy.
44	A merchant offers to sell relics from a long-lost civilization—but they're unusually cheap.
45	A black-robed figure has been asking about forbidden rituals and blood sacrifices.
46	A noble has been quietly hiring mercenaries, but for what purpose?
51	Someone spotted an unusual glow coming from the old sacrificial altar.
52	A child claims to have found a secret tunnel under the city, but no one believes them.

d66	Rumor
53	A beggar in the plaza knows the true history of the city's founding, or so they claim.
54	A shipment of enchanted weapons was stolen en route to the palace.
55	A strange sickness has struck down workers in the canal district.
56	A merchant whispers of a hidden treasure hoard beneath the Eternal Flame Plaza.
61	A cult has begun to spread strange symbols in alleyways and under bridges.
62	The city's clocktower has started chiming at odd hours, even when silent for decades.
63	A local artist's new sculptures seem unnervingly lifelike—and some are disappearing.
64	A rogue sorcerer has been sighted at the outskirts, performing illegal enchantments.
65	A noble family is seeking adventurers to retrieve a lost heirloom stolen generations ago.

d66	Rumor
66	A mysterious buyer is paying handsomely for rare artifacts from nearby ruins.

Encounters in the Labyrinthine Streets

d66	Encounter
11	A masked figure bumps into you, dropping a note with cryptic instructions.
12	A group of children challenges you to a game of dice—and they're suspiciously lucky.
13	A heavily armored figure follows you at a distance, never getting too close.
14	A merchant's cart tips over, spilling its contents, which include strange, glowing objects.
15	A fight breaks out between rival street gangs, drawing the attention of the city guard.
16	A beggar offers to sell you information about the city's secret passages.
21	A street performer weaves a tale that seems eerily similar to your current situation.

d66	Encounter
22	A cloaked figure offers to sell you a map of the city, but it seems incomplete.
23	A parade suddenly blocks your path, the noise drowning out any chance of stealth.
24	A pickpocket swipes your coin purse, leading you on a chase through twisting alleys.
25	A guard captain stops you, claiming you match the description of a wanted fugitive.
26	A mysterious voice calls out to you from an abandoned building, beckoning you inside.
31	A noble's litter is carried through the streets, and the guards shove all in their way aside.
32	A group of robed figures chant in an alley, marking the walls with unsettling symbols.
33	An alchemist's shop explodes nearby, scattering fragments and potions everywhere.
34	A drunk stumbles into you, muttering about a conspiracy in the palace.
35	A group of street performers accuses you of stealing their coin box.

d66	Encounter
36	A local guide offers to show you the quickest way out—for a price.
41	A small creature darts from shadow to shadow, appearing to follow you.
42	A vendor insists on selling you a rare talisman, claiming it will save your life.
43	A thief running from the guard drops an item into your hands before vanishing.
44	A window slams open above you, and someone hurls a bundle of papers into the street.
45	A pair of rival adventurers blocks your path, demanding you share any recent finds.
46	A street musician begins playing a melody that fills you with an inexplicable sense of dread.
51	A cart carrying exotic animals overturns, unleashing chaos in the streets.
52	A masked figure silently offers a potion, refusing to say what it does.
53	A group of street orphans offers to lead you to safety—or ambush you.

d66	Encounter
54	A sudden downpour floods the streets, forcing everyone to higher ground.
55	A shadow passes overhead, but nothing appears in the sky.
56	A cloaked figure warns you not to enter the next street, claiming it's cursed.
61	A wild dog starts following you, growling at anyone who gets too close.
62	A shuttered house suddenly lights up, and faint chanting emerges from within.
63	A curious child runs up to you, asking strange questions about your past.
64	A patrol of guards surrounds you, demanding to inspect your belongings.
65	A merchant's stall collapses just as you pass, scattering wares everywhere.
66	A figure in ornate armor blocks your path, challenging you to a duel for honor.

Political Schemes and Intrigues

d66	Scheme or Intrigue
11	A noble family secretly funds a rebellion to unseat the current ruler.
12	The high priest is suspected of forging divine prophecies to manipulate the city council.
13	A foreign ambassador is blackmailing key officials to secure control over trade routes.
14	An influential merchant guild conspires to raise taxes on competing factions.
15	The ruler's heir is rumored to be illegitimate, sparking whispers of civil war.
16	A secret society operates within the city's elite, controlling decisions behind closed doors.
21	A general loyal to the crown is accused of plotting a coup, but the evidence is suspect.
22	A rival city-state has planted spies in the palace, feeding false information to the ruler.
23	A scandal involving the city's treasury threatens to expose widespread corruption.
24	A charismatic revolutionary rallies the poor to overthrow the wealthy elites.
25	A mysterious assassin has been hired to eliminate several key political figures.

d66	Scheme or Intrigue
26	A long-forgotten bloodline emerges, claiming rightful rule over the city.
31	A powerful sorcerer offers their allegiance to the ruler—for a price that’s too high.
32	Two merchant houses feud publicly, but secretly collude to corner the market on rare goods.
33	A religious faction seeks to expand their influence by ousting rival sects from the city.
34	The head of the city guard is suspected of aiding criminals in exchange for bribes.
35	The ruler has been secretly meeting with a fugitive sorcerer, angering the council.
36	An ambitious noble plans to discredit their rival by orchestrating a “heroic” rescue.
41	The city’s leading architect has disappeared, leaving a major project in turmoil.
42	A powerful artifact is discovered beneath the city, and factions vie for its control.
43	A visiting dignitary is assassinated, and tensions between cities escalate.
44	A rogue adventurer claims to have proof of the ruler’s betrayal of their people.
45	A shadowy figure has been bribing council members to block a critical alliance.
46	The ruler’s closest advisor is suspected of using dark magic to control their decisions.

d66	Scheme or Intrigue
51	A foreign power offers a lucrative trade deal in exchange for military support in their wars.
52	The leader of a prominent guild is framed for a crime they didn't commit.
53	The city's lower class threatens to revolt unless their demands for better living conditions are met.
54	A key figure in the council disappears under mysterious circumstances.
55	A trusted royal guard is revealed to have ties to a notorious criminal faction.
56	A rival faction spreads rumors that the ruler has made a pact with a forbidden god.
61	A scholar uncovers a prophecy foretelling the city's destruction, sparking chaos.
62	A foreign spy infiltrates the council, manipulating key votes to weaken the city.
63	The city's secret police begin targeting innocents in their hunt for conspirators.
64	A minor noble blackmails a higher-ranking rival to gain control of their estates.
65	A mysterious benefactor offers generous gifts to the poor, undermining the ruler's authority.
66	The ruler falls mysteriously ill, and the race for succession turns deadly.

Criminal Factions and Their Goals

d66	Faction and Goal
11	The Shadow Veil: A guild of spies aims to take over the city’s intelligence network.
12	The Blood Scales: A gang smuggles exotic beasts and sells them as living weapons.
13	The Night Cloaks: Assassins target key political figures to destabilize the ruling order.
14	The Iron Masks: Extortionists use magical disguises to impersonate nobles and cause havoc.
15	The Riftborn Syndicate: A cabal of rogue sorcerers experiments with dangerous rituals to seize power.
16	The Amber Daggers: This thieves’ guild manipulates the black market for cursed artifacts.
21	The Ashen Hands: Pyromaniacs spread chaos through arson to demand tribute from terrified citizens.
22	The Starlight Circle: A cult secretly works to overthrow the government in favor of their deity.
23	The Whisper Blades: Assassins who aim to monopolize control of all mercenary work in the city.

d66	Faction and Goal
24	The Broken Chains: A network of ex-slaves aims to dismantle the city's economy by sabotaging trade routes.
25	The Hollow Fangs: A gang traffics in rare poisons, targeting nobles to weaken their influence.
26	The Rusted Coins: Counterfeiters flood the city with fake currency to destabilize the treasury.
31	The Crimson Talons: Warriors-for-hire protect criminals in exchange for a cut of their profits.
32	The Gilded Knives: A gang of aristocratic criminals controls smuggling routes into the city.
33	The Serpent's Tongue: A faction of silver-tongued manipulators spreads false rumors to start riots.
34	The Black Suns: Enigmatic sorcerers blackmail nobles with knowledge of their darkest secrets.
35	The Wailing Masks: A gang uses staged hauntings to extort businesses and families.
36	The Raven Syndicate: Criminal spies infiltrate government positions to pull strings from within.

d66	Faction and Goal
41	The Dust Hawks: A gang of rooftop thieves controls illegal routes across the city's rooftops.
42	The Obsidian Pact: Shadowy figures deal in cursed items, creating chaos wherever they sell.
43	The Silent Choir: Muted enforcers terrorize neighborhoods, enforcing their own brutal justice.
44	The Hollow Daggers: Assassins use ritualistic killings to spread fear and establish dominance.
45	The Ebon Blades: Mercenaries-for-hire sabotage rivals to protect their exclusive contracts.
46	The Veiled Crown: An underground faction conspires to place one of their own on the throne.
51	The Silver Strands: Smugglers use silk caravans as cover to transport contraband.
52	The Drowned Sons: Pirates infiltrate inland trade by seizing control of river ports.
53	The Withered Hands: A group of necromancers traffics in undead laborers for illicit work.

d66	Faction and Goal
54	The Ember Wolves: Arsonists aim to burn specific landmarks for a mysterious benefactor.
55	The Shifting Coin: A cartel dominates gambling dens, ensuring their own agents always win big.
56	The Gutter Kings: A coalition of beggars manipulates public sympathy to gain power.
61	The Iron Vultures: Grave robbers deal in ancient artifacts stolen from forgotten crypts.
62	The Pale Chain: Human traffickers capture and sell people to far-off regions.
63	The Golden Veil: Pretenders infiltrate noble houses, assuming false identities to steal wealth.
64	The Smoke Rats: Street thieves spread chaos with timed distractions to mask larger crimes.
65	The Azure Rings: Fences for rare jewels, they manipulate prices by controlling the supply.
66	The Crimson Masks: A faction intent on framing rival guilds to consolidate criminal power.

Consequences of Failed Rituals

d66	Consequence
11	A portal opens to a random plane, unleashing hostile creatures before collapsing.
12	The caster is marked with glowing runes that attract magical predators.
13	All living things within a 30-foot radius age by 10 years.
14	The ritual's energy explodes outward, inflicting burns on all nearby.
15	The caster loses the ability to speak except in an ancient, forgotten language.
16	Gravity fluctuates wildly for an hour, making movement unpredictable.
21	Shadows in the area become animate and attack the group.
22	The caster's reflection disappears from mirrors, replaced by a malevolent double.
23	Weather in the region turns catastrophic, with storms laced with magical energy.
24	The caster swaps bodies with the nearest sentient creature for 24 hours.
25	The ground cracks open, revealing a cursed relic that refuses to be ignored.

d66	Consequence
26	The ritual's target is transformed into an unnatural, half-alive creature.
31	The caster's magic is sealed, requiring a rare item to reverse the effect.
32	Local wildlife mutates, becoming hostile and more intelligent.
33	Time skips forward or backward by several hours, leaving the group disoriented.
34	The area is bathed in unnatural light that attracts dangerous entities.
35	The ritual tears a hole in reality, leaking an otherworldly substance.
36	The caster's memories are replaced with fragments from an ancient civilization.
41	All plant life within a mile withers and dies, leaving a desolate wasteland.
42	An ancient being notices the ritual and begins subtly influencing events.
43	The caster's shadow detaches and becomes a hostile, independent entity.
44	An aura of fear spreads for miles, unsettling animals and people alike.

d66	Consequence
45	The caster becomes unable to dream, losing the ability to recover fully from exhaustion.
46	The ritual traps the caster in a loop, forcing them to relive the moment endlessly.
51	An elemental storm breaks loose, targeting the caster and their allies.
52	A nearby river or lake turns black and poisonous, killing everything in it.
53	The ritual summons an incorporeal entity that demands impossible tasks.
54	The caster gains unnatural, glowing eyes that frighten even their allies.
55	Everyone within range forgets who they are for an hour.
56	A monstrous creature is summoned but immediately rampages uncontrollably.
61	The area's gravity reverses for a brief time, launching objects skyward.
62	Magical residue taints the area, causing spells cast nearby to go awry.
63	The caster's voice changes to mimic the speech of a long-dead deity.
64	A swarm of spectral insects emerges, harassing the group endlessly.

d66	Consequence
65	The ground transforms into a blackened, glassy substance for miles.
66	A god or higher being manifests, enraged by the ritual's failure.

Cursed Magical Items and Their Effects

d66	Item and Effect
11	Ring of Unrest: Grants immunity to exhaustion but prevents sleep entirely.
12	Blade of Whispers: Strengthens the wielder in battle but constantly mutters dark secrets.
13	Mirror Pendant: Reveals hidden truths but causes hallucinations when worn too long.
14	Boots of the Restless: Double movement speed but force the wearer to wander endlessly.
15	Lantern of the Lost: Illuminates hidden paths but attracts spectral entities.
16	Cloak of Echoes: Allows perfect stealth but amplifies all nearby sounds.
21	Charm of Lifeblood: Heals wounds quickly but weakens the heart with every use.
22	Shadow Gauntlet: Grants powerful unarmed attacks but burns the wearer's hands with each strike.

d66	Item and Effect
23	Coin of False Fortune: Guarantees success on one action but curses the next three.
24	Bracelet of Fealty: Inspires loyalty in others but forces the wearer to obey a mysterious voice.
25	Grimoire of Sorrows: Doubles spellcasting power but drains the caster's lifespan.
26	Crown of Broken Oaths: Grants influence over others but causes allies to doubt your intentions.
31	Veil of Agony: Hides the wearer from enemies but inflicts constant, minor pain.
32	Quill of the Forgotten: Writes only in blood and erases memories of what it records.
33	Shard of the Eclipse: Amplifies magical power but corrupts nearby allies.
34	Scepter of Ashes: Grants control over fire but burns the wielder when inactive.
35	Talisman of Nightmares: Protects from mental intrusion but causes horrific dreams.
36	Sword of Thorns: Deals extra damage but injures the wielder slightly with each strike.

d66	Item and Effect
41	Gem of Echoing Voices: Stores spells but plays disembodied voices when held.
42	Mask of the Revenant: Grants visions of the dead but binds the wearer to their will.
43	Ring of Endless Flame: Emits eternal fire but cannot be removed, even when burning the wearer.
44	Staff of Hollow Light: Casts dazzling spells but blinds anyone near the user, including allies.
45	Bone Charm: Grants resistance to necrotic damage but slowly turns the wearer skeletal.
46	Cursed Compass: Always points to your greatest fear.
51	Singing Blade: Alerts its wielder to danger by humming, but its song attracts enemies.
52	Pendant of the First Flame: Warms the wearer in cold climates but weakens them in heat.
53	Cloak of the Storm: Allows control of weather but damages the wearer with every storm created.
54	Ebon Shard: Provides immunity to psychic attacks but causes paranoia.

d66	Item and Effect
55	Bell of the Abyss: Summons allies with a chime but also calls nearby predators.
56	Armor of Wailing Souls: Protects its wearer but constantly screams faintly.
61	Locket of the Lost: Protects the wearer from curses but prevents them from being remembered.
62	Bracers of Fury: Double strength but enrage the wearer, making them attack indiscriminately.
63	Helm of the Forgotten King: Grants command over undead but attracts them to the wearer.
64	Shard of the Black Sun: Emits radiant energy but causes mutations over time.
65	Crystal of Echoing Time: Freezes time briefly but shatters if overused.
66	Obsidian Fang: Deals devastating damage but binds the soul of the wielder to the weapon.

Forbidden Knowledge and Its Price

d66	Knowledge and Price
11	Secrets of Immortality: Grants eternal life but slowly erodes the soul, leaving a husk.
12	The True Names of Spirits: Allows control over certain entities but marks you for their vengeance.

d66**Knowledge and Price**

13	Lost Language of the Ancients: Enables access to forgotten spells but causes constant headaches and visions.
14	Blueprints of Creation: Permits the manipulation of matter but warps your sense of reality.
15	Forbidden Geometries: Grants insight into new dimensions but leaves you haunted by alien visions.
16	Lies of the Gods: Exposes divine deceptions but draws the wrath of their followers.
21	The Ritual of the Black Eclipse: Summons immense power but requires the life of a loved one.
22	The Map of Time: Predicts future events but accelerates your aging.
23	Key to the Abyss: Opens portals to other realms but leaves lingering corruption.
24	The Song of Creation: Inspires awe and creation but drives others to envy and sabotage.
25	The Codex of the Dead: Allows communication with the dead but anchors their spirits to you.
26	The Secret of the First Flame: Unlocks unparalleled destructive power but burns away your emotions.

d66**Knowledge and Price**

31	Knowledge of Star Runes: Enables crafting of potent artifacts but ties you to cosmic forces.
32	The Alchemy of Souls: Creates life from nothing but destroys your empathy.
33	Truth of the Veil: Reveals the nature of existence but shatters your sanity.
34	Bloodsong Rites: Enhances combat abilities but leaves you craving violence.
35	Celestial Pathways: Grants safe passage through magical zones but leaves your aura exposed to hostile entities.
36	The Tome of Forgotten Kings: Grants dominion over others but leaves you susceptible to betrayal.
41	Vision of the Void: Gives unparalleled magical insight but makes you see entities that shouldn't exist.
42	Elder Glyphs: Grants protection from curses but binds your will to their inscrutable creators.
43	The Language of Shadows: Lets you move unseen but traps part of your soul in the darkness.
44	The Truth of Death: Shields you from mortal fear but makes you numb to life's joys.
45	The Scroll of Sundering: Teaches how to destroy magical constructs but weakens your own magical defenses.

d66**Knowledge and Price**

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| 46 | The Chains of Eternity: Grants control over time but locks you into an endless loop if misused. |
| 51 | Astral Navigation: Maps distant stars but causes recurring fits of vertigo. |
| 52 | Veilpiercer Glyphs: Lets you see through illusions but reveals things better left unseen. |
| 53 | The Grimoire of Elders: Teaches unspeakable spells but curses your lineage for generations. |
| 54 | The Crown of Truth: Lets you discern lies but makes your own untruths impossible to conceal. |
| 55 | The Shard of Memory: Grants perfect recall but traps you in recurring, painful memories. |
| 56 | The Law of Unmaking: Lets you undo spells but risks unraveling your own magic permanently. |
| 61 | Divine Secrets: Enables negotiation with gods but paints a target on your soul for rivals. |
| 62 | Forbidden Alchemy: Creates nearly anything but costs a portion of your life each time. |
| 63 | Ritual of the First Shadow: Allows mastery of darkness but makes daylight intolerable. |

d66	Knowledge and Price
64	Writings of the Fallen: Provides unmatched combat strategies but binds you to the warrior spirits.
65	The Nexus of Eternity: Grants cosmic power but leaves you forever tied to its location.
66	The Name of the First God: Grants divine favor but draws the wrath of rival deities.

Encounters with Rogue Sorcerers

d66	Encounter
11	A cloaked figure sits cross-legged, muttering to a swirling, glowing orb.
12	A sorcerer tests destructive spells on the landscape, oblivious to the damage they cause.
13	A rogue caster offers a cursed artifact in exchange for an escort to safety.
14	A hooded figure summons a familiar, but the creature rebels violently.
15	A desperate sorcerer tries to steal a spellbook from the party's wizard.
16	A lone mage holds villagers hostage, demanding an ancient text from a ruined temple.

d66	Encounter
21	A sorcerer raises skeletal warriors to defend themselves from an unseen enemy.
22	A rogue caster claims to have the key to undo a regional curse but insists on dangerous terms.
23	A group of mercenaries pursues a wounded rogue mage, who begs for your help.
24	A powerful illusionist sets traps in the forest, creating phantom dangers to protect their lair.
25	A sorcerer disguised as a trader peddles cursed relics to unsuspecting travelers.
26	A sorcerer struggles to control a summoned beast that rampages nearby.
31	A pyrokineticist accidentally sets fire to a nearby village and tries to flee.
32	A rogue necromancer digs up a battlefield, claiming they seek a weapon to defeat a greater evil.
33	A sorcerer creates a protective barrier that seals off a critical path or resource.

d66	Encounter
34	A caster has turned into a twisted, monstrous form due to overuse of forbidden magic.
35	A suspiciously charming mage offers to join your group but has hidden motives.
36	A fleeing sorcerer collapses in exhaustion, pursued by a malevolent spirit.
41	A rogue caster accidentally opens a rift that begins pulling in everything nearby.
42	A blood mage drains animals in a desperate attempt to complete a failing ritual.
43	A wild magic user unintentionally creates an endless rain of frogs in a nearby village.
44	A sorcerer manipulates locals into believing they are a divine emissary.
45	An illusionist creates a phantom town to lure adventurers into their trap.
46	A mage releases a wave of necrotic energy in a fit of rage, corrupting nearby land.

d66	Encounter
51	A sorcerer offers enchanted items in exchange for a bodyguard to retrieve their grimoires.
52	A rogue mage defends their lair with elemental constructs and misdirection spells.
53	A wild sorcerer casts chaotic, unpredictable spells that threaten friend and foe alike.
54	A necromancer's attempt to revive a loved one has resulted in an uncontrollable undead army.
55	A cursed sorcerer's presence warps reality around them, creating surreal hazards.
56	A vengeful mage seeks revenge on the party for accidentally disrupting their plans.
61	A rogue caster offers to teach you forbidden magic, but it comes with a heavy price.
62	A blood mage has trapped themselves in a circle of protection but cannot leave.
63	A power-mad sorcerer tests a spell that drains magical energy from all around.

d66	Encounter
64	A fire sorcerer burns a path through the jungle, leaving trails of scorched earth.
65	A rogue enchanter sells magical items that malfunction dangerously in combat.
66	A shadow mage has fused with their own magic, becoming an incorporeal entity.

Unstable Zones of Wild Magic

d66	Wild Magic Effect
11	Colors in the area shift unpredictably, causing disorientation and unease.
12	The air vibrates with static energy, shocking anyone who touches metal.
13	Gravity reverses sporadically, sending objects and creatures floating before slamming back down.
14	Spells cast in the area produce random effects, regardless of intent.
15	The ground becomes translucent, revealing strange creatures moving beneath the surface.
16	Small objects nearby animate and begin following the group.
21	The sky above the zone flickers between day and night at random intervals.

d66**Wild Magic Effect**

22	All spoken words echo unnaturally, repeating several seconds later in eerie whispers.
23	Nearby plants grow rapidly and emit glowing pollen that induces hallucinations.
24	The air grows heavy with strange whispers, making it difficult to concentrate.
25	Fire burns cold, and ice radiates heat within the zone.
26	Shadows detach from their owners, mimicking movements before fading.
31	Weather changes unpredictably every few minutes, shifting between extremes.
32	Spells fizzle or surge unpredictably, sometimes doubling in power or failing entirely.
33	The area is littered with floating shards of magical crystal that pulse faintly.
34	Water within the zone flows upward, forming bizarre, levitating streams.
35	All metallic objects vibrate softly, as if resonating with an unseen frequency.
36	Animals in the area speak in cryptic, fragmented phrases but become hostile if approached.
41	Time seems to slow or speed up, with movements becoming unnaturally exaggerated or blurred.

d66**Wild Magic Effect**

42	The zone emits a low hum that causes mild vertigo and nausea in living creatures.
43	The sky above the zone reflects an alien, star-filled void instead of the real sky.
44	Nearby stone and wood objects grow soft and malleable, returning to normal after a few moments.
45	A faint golden glow outlines everything in the area, making stealth impossible.
46	A strange, sweet smell permeates the zone, but prolonged exposure causes fatigue.
51	Creatures in the zone feel compelled to speak their thoughts aloud.
52	Random, illusory figures appear and vanish at the edges of vision.
53	The ground pulses as if alive, emitting faint, rhythmic beats.
54	Colors appear inverted, with everything taking on an otherworldly hue.
55	Magic in the zone creates unpredictable ripples, distorting the environment momentarily.
56	Random patches of ground emit flashes of bright light, startling those nearby.
61	Physical wounds in the zone heal quickly, but strange scars appear afterward.

d66	Wild Magic Effect
62	Creatures in the zone temporarily swap voices with one another.
63	The zone hums with ambient energy, causing hair and fur to stand on end.
64	All sounds in the zone are amplified, echoing unnaturally.
65	The air crackles with energy, shocking anyone who moves too quickly.
66	The zone creates mirror images of anyone who enters, which mimic movements for a short time before vanishing.

Gifts from the Gods (and Their Hidden Costs)

d66	Gift and Cost
11	Blade of Divine Fury: Infallible in battle, but the wielder becomes prone to fits of uncontrollable rage.
12	Blessing of Endless Vitality: Grants eternal youth but numbs the ability to feel joy or sorrow.
13	Crown of Wisdom: Enhances intellect but isolates the wearer emotionally, pushing away allies.
14	Gauntlets of Titan Strength: Bestows immense strength but causes excruciating pain after use.
15	Orb of Omniscience: Reveals hidden truths but causes visions of unsettling, cosmic horrors.

d66	Gift and Cost
16	Amulet of Fortune: Guarantees success in all endeavors but gradually estranges the bearer from loved ones.
21	Mantle of Shadows: Grants perfect stealth but slowly erases the wearer's identity from memory.
22	Chalice of Abundance: Fills with endless water or wine but demands an annual sacrifice.
23	Boots of Boundless Journey: Allows endless travel without fatigue but prevents the wearer from ever settling.
24	Armor of the Sun: Protects against all harm but makes the wearer a beacon for divine enemies.
25	Talisman of Prophecy: Grants visions of the future but ensures one foretold tragedy cannot be avoided.
26	Scepter of Command: Inspires absolute loyalty but erodes the wielder's moral compass.
31	Flamebrand Spear: Summons divine fire, but each use scars the wielder's soul.
32	Veil of Purity: Protects against corruption but leaves the wearer vulnerable to mortal pleasures.
33	Wings of the Sky God: Allows flight but binds the user to the god's whims.

d66	Gift and Cost
34	Cloak of the Infinite Stars: Grants cosmic knowledge but fills the wearer with existential dread.
35	Horn of the Tempest: Summons storms at will but deafens the user over time.
36	Gem of the Moon: Grants healing light but drains vitality from others nearby.
41	The Mirror of Truth: Reveals one's true nature but shatters relationships by exposing hidden flaws.
42	Bow of Eternal Hunt: Arrows never miss, but the hunter is plagued by unending hunger.
43	Fang of the Wild God: Grants feral strength but instills animalistic impulses.
44	Shield of Everlasting Vigilance: Protects its bearer but prevents them from resting or sleeping.
45	Orb of Illumination: Reveals hidden secrets but blinds the user to their own flaws.
46	Banner of Glory: Rallies allies but makes the bearer a target for divine foes.
51	Lantern of the Lost: Guides its bearer unfailingly but shows no mercy to those who fall behind.

d66	Gift and Cost
52	Helm of Dominion: Grants control over others' minds but weakens the bearer's free will.
53	Ring of the Endless Tide: Commands water but cannot be removed until the wearer drowns.
54	Staff of the Forest God: Animates plant life but transforms the user into a tree over time.
55	Chain of Binding: Subdues any foe but enslaves the wielder's soul to the god who forged it.
56	Sundering Blade: Cuts through any material but permanently scars the wielder with each strike.
61	Pendant of the First Star: Illuminates the darkest places but makes the user a beacon for predators.
62	Crown of the Eternal King: Grants rulership over the land but binds the wearer's soul to their throne.
63	Scroll of the Divine Word: Inscribes powerful spells but erases memories with each use.
64	Flask of Sacred Waters: Heals any ailment but empties the user's life force with each use.

d66	Gift and Cost
65	Torch of the Underworld: Illuminates lost souls but shortens the wielder's lifespan.
66	Sword of the Sun God: Smites enemies with divine fury but blinds and burns the wielder over time.

Predatory Beasts of the Steppes

d66	Beast
11	Thunderhorn Stalker: A massive, horned predator that charges with the force of a thunderclap.
12	Bonehide Jackal: Packs of these skeletal, scavenger beasts hunt relentlessly through the plains.
13	Skyshadow Raptor: A winged predator that dives silently from great heights, snatching prey mid-stride.
14	Bladefang Cat: A sleek feline with razor-sharp fangs that can pierce armor.
15	Burrowing Terror: A colossal worm-like creature that hunts by sensing vibrations on the surface.

d66	Beast
16	Frosthide Lizard: An icy predator that freezes its prey before consuming it.
21	Goreclaw Vulture: A scavenger that grows aggressive when cornered, using its talons like swords.
22	Horned Strider: An enormous, bird-like predator with a serrated beak and talon-covered legs.
23	Firetail Serpent: A snake with a glowing, fiery tail used to lure prey into striking range.
24	Woolly Ravager: A massive, horned predator covered in shaggy fur, blending seamlessly into the terrain.
25	Duskhowl Beast: A shadowy predator that grows stronger under the cover of night.
26	Rockhide Charger: A heavily armored beast that uses its rocky hide as a battering ram.
31	Sundering Lion: A feline predator with claws capable of rending steel.
32	Glasswing Moth: A deceptively beautiful insect with

d66	Beast
	wings that slice flesh with precision.
33	Velvet Fang Spider: A camouflaged predator that ensnares prey in near-invisible webs.
34	Steppes Leviathan: A rare, massive reptile that devastates entire herds to feed its hunger.
35	Stormcaller Eagle: A colossal bird that brings storms in its wake, disorienting prey.
36	Mirage Jackal: Packs of these predators use natural illusions to lure and confuse their prey.
41	Ghosthound Alpha: A spectral canine with glowing eyes, often leading packs of lesser beasts.
42	Ashfang Boar: A tusked predator that exhales clouds of burning ash to suffocate enemies.
43	Ironclaw Roc: A massive bird that targets moving objects from high altitudes.
44	Scorchhide Stalker: A reptilian predator that emits waves

d66	Beast
	of intense heat to weaken prey.
45	Razorfeather Harpy: A humanoid bird-creature with feathers sharp enough to cut flesh.
46	Goldenhide Charger: A seemingly peaceful herbivore that turns deadly when provoked, using its bladed horns.
51	Veilstrike Cat: A predator capable of blending seamlessly into misty steppes.
52	Crimson Mane Wolf: A blood-thirsty pack hunter with glowing red fur that radiates an aura of fear.
53	Shattertail Drake: A small but lethal dragon-like creature with a tail that shatters bones.
54	Thunderstep Mammoth: A massive, slow-moving beast that crushes anything in its path during stampedes.
55	Dustfire Beetle: A burrowing insect that spews fire from its mandibles.

d66	Beast
56	Riftfang Lynx: A stealthy predator capable of phasing in and out of reality.
61	Hollow Horn Charger: A bull-like predator with horns that emit haunting, disorienting sounds.
62	Windpiercer Falcon: A bird of prey that strikes with the force of a gale, knocking foes off their feet.
63	Ashveil Lizard: A camouflaged predator that strikes from within ashy terrain.
64	Phantom Stalker: A spectral predator that leaves no trace except for claw marks on the soul.
65	Gloomshadow Saber: A massive feline with glowing eyes that paralyzes prey with its gaze.
66	Dreadfang Hunter: An apex predator whose very presence silences the plains.

Haunting Spirits of the Abyss

d66	Spirit
11	The Wailing Shade: A spectral figure that cries out, draining the life force of those who hear it.
12	Frost Revenant: A ghostly being that chills the air, freezing all it touches.
13	Whispering Phantom: A formless entity that whispers secrets, driving listeners to madness.
14	Shattered Apparition: A fragmented spirit that flickers in and out of sight, leaving confusion in its wake.
15	Ebon Specter: A dark, hooded figure that drains light and hope from its surroundings.
16	Veilwalker Wraith: A spirit capable of stepping between dimensions, appearing unexpectedly.
21	The Lamenting Bride: A ghostly woman searching for her lost love, cursing those who cross her path.
22	Spirit of the Rift: A glowing, translucent figure bound to the Abyss, unable to leave.

d66	Spirit
23	Boneclaw Haunt: A skeletal specter with claws that rake across the soul.
24	Echo Wraith: Repeats the last words spoken to it, twisting them into curses.
25	Fleshless Guardian: A spectral knight bound to protect an ancient treasure.
26	Hungering Voidspawn: A shapeless, black mass that consumes all light and magic.
31	Bloodshade Specter: Appears as a crimson mist, draining vitality from the living.
32	Chainbound Ghost: A restless spirit dragging spectral chains that echo painfully in the air.
33	Shadow Weaver: A ghostly figure that manipulates shadows into deadly forms.
34	Mourning Warden: A spirit bound to a forgotten temple, warning trespassers to turn back.
35	Dread Whisperer: Implants fears and doubts into the minds of those nearby.

d66	Spirit
36	Soullight Apparition: A glowing figure that lures adventurers to their doom.
41	Ashen Revenant: A burnt spirit that radiates heat and sorrow.
42	Stonebound Wraith: A ghost tethered to a statue, moving only when unobserved.
43	Mirror Phantom: Appears only as a reflection, attacking through mirrored surfaces.
44	Eclipsed Shade: Gains power during celestial events, wreaking havoc on the living.
45	Spirit of Endless Hunger: A ghostly predator that feeds on the essence of dreams.
46	Shardwraith: A spirit formed from the fragments of broken souls, sharp and fragmented.
51	Vengeful Lightkeeper: A spirit bound to a cursed lantern, guiding travelers astray.
52	Veil Lament: A wailing ghost that saps willpower and strength.
53	Abyssal Watcher: A glowing pair of eyes that follow travelers

d66	Spirit
	in the Abyss, attached to no visible body.
54	Doomwing Apparition: A ghostly bird with glowing feathers, said to bring death wherever it flies.
55	Silent Herald: A spectral figure that appears before great tragedies, speaking no words.
56	Phantom Conductor: A ghost that manifests near ancient ruins, guiding the lost with ill intent.
61	Oblivion Shade: A spirit that erases memories, leaving its victims wandering aimlessly.
62	Crimson Veil Specter: Drips ghostly blood, marking those who encounter it for future doom.
63	Twilight Haunt: A spirit bound to twilight hours, becoming tangible as the sun sets.
64	Spectral Puppeteer: Manipulates corpses like marionettes, using them to attack intruders.
65	Weeping Hollow: A collective spirit that speaks with the voices of many lost souls.

d66	Spirit
66	Wraith of the Abyssal Rift: A powerful entity tied to the Abyss, exuding despair and corruption.

Swamp Creatures and Their Traps

d66	Creature and Trap
11	Bogmaw Serpent: Hides beneath the murky water, striking at anything that disturbs the surface.
12	Willow Wisp Hag: Lures travelers with harmless-looking lights into deep, sinking mud.
13	Fenback Crab: A massive crustacean that camouflages itself as a mossy rock, attacking when approached.
14	Rotbloom Vines: Plants that appear harmless but lash out to constrict and suffocate prey.
15	Quagmire Eel: Electrifies the water around it, stunning prey that ventures too close.
16	Sludge Elemental: A semi-sentient mass of muck that drags intruders into quicksand-like pools.
21	Bogshade Crocodile: A massive predator that blends perfectly with the swamp floor, striking without warning.

d66	Creature and Trap
22	Swarm of Rotflies: Carries diseases and attacks in overwhelming numbers, distracting prey for other predators.
23	Mossback Behemoth: A hulking creature that looks like a fallen tree but charges with deadly force.
24	Slickclaw Paddler: Amphibious hunters that create slippery, oiled paths to force prey into water traps.
25	Venomspine Toad: A bloated creature that exudes a toxic gas, incapacitating prey.
26	Mudshadow Stalker: A wraith-like predator that hides in the swamp fog, attacking with spectral claws.
31	Swampglass Spider: Spins nearly invisible webs across swamp trails to ensnare victims.
32	Blightbark Creeper: A parasitic tree that extends roots to pierce and drain the life force of anything nearby.
33	Bogshade Bat: Hides among the canopy, dropping down to attack with razor-sharp talons.
34	Fenlight Stalker: A predator that emits ghostly lights to lure travelers into deadly sinkholes.

d66	Creature and Trap
35	Mireborne Hydra: A multi-headed creature that regenerates heads when attacked, using the swamp to trap prey.
36	Leech Swarm: A massive cloud of blood-draining leeches that overwhelms travelers near stagnant pools.
41	Gasping Fenworm: A snake-like creature that emits bone-chilling cries to lure curious prey.
42	Choking Mangrove: A tree whose roots animate to entangle and drown those who step too close.
43	Swamp Shadow Beast: A feline predator with near-perfect camouflage that stalks from tree to tree.
44	Fungal Marauder: A mushroom-covered monstrosity that sprays toxic spores to incapacitate prey.
45	Crimson Fang Crab: A predator with pincers coated in natural toxins that paralyze on contact.
46	Deepmire Siren: A humanoid creature with a hauntingly beautiful voice that compels victims to wade into deadly waters.
51	Rootsnare Spirit: A ghostly entity that animates tree roots to trap and crush intruders.

d66	Creature and Trap
52	Fen Ghoul: A waterlogged undead that hides beneath the surface, clawing at travelers' legs.
53	Venomthorn Viper: Camouflaged snakes that spit acid at targets before striking.
54	Wraithfrog: A glowing amphibian whose song induces hallucinations in those who hear it.
55	Bogshade Sentinel: A massive, stone-like creature that only animates when its territory is disturbed.
56	Murkshadow Specter: A ghostly figure that curses travelers to sink faster into swamp traps.
61	Silt Lurker: A giant, slug-like creature that sprays corrosive bile at prey.
62	Fenborn Horror: A hulking creature formed from plant and swamp debris, immune to conventional attacks.
63	Drownroot Vine: A sentient plant that pulls creatures into waterlogged graves.
64	Fleshrot Beetle: A large insect that releases a cloud of decay-inducing spores.
65	Mudfiend Ravager: A predator that churns the swamp to create chaos, then attacks disoriented prey.
66	Spirit-Wreathed Hydra: A spectral hydra bound to the swamp, regenerating its heads and never truly dying.

Unique Abilities of Elemental Monsters

d66	Ability
11	Burning Core: Generates waves of intense heat, scorching enemies before engaging.
12	Shifting Form: Changes its physical composition (e.g., fire to smoke or water to ice) to counter threats.
13	Lightning Pulse: Releases an electric shock that arcs between nearby enemies.
14	Quake Step: Each movement sends tremors through the ground, knocking foes off balance.
15	Frozen Aura: Surrounds itself with a freezing mist that slows and weakens attackers.
16	Molten Strike: Leaves trails of lava with every swing of its limbs.
21	Wind Siphon: Creates localized tornadoes that pull enemies off their feet.
22	Echoing Roar: Generates deafening shockwaves that disorient and stagger foes.
23	Blinding Flash: Emits bursts of searing light that temporarily blinds attackers.

d66	Ability
24	Razor Sandstorm: Surrounds itself with whirling sands that shred anything nearby.
25	Living Flame: Burns brighter and hotter when injured, dealing more damage.
26	Corroding Touch: Erodes weapons and armor with every successful strike.
31	Veil of Smoke: Cloaks itself in dense smoke, making it hard to hit or track.
32	Crystal Shard Barrage: Launches razor-sharp shards at high speeds in all directions.
33	Tidal Crash: Slams a massive wave onto foes, forcing them to retreat.
34	Vortex Grip: Pulls enemies into its center with a vacuum-like force.
35	Magnetic Pulse: Attracts or repels metallic objects, throwing weapons and armor into disarray.
36	Earthspike Slam: Summons jagged spikes of stone from the ground to trap or impale enemies.

d66	Ability
41	Searing Beam: Focuses elemental energy into a devastating beam attack.
42	Frosted Blades: Forms icy weapons that shatter explosively when they strike.
43	Static Overcharge: Builds energy until it releases a devastating electrical burst.
44	Ash Cloud: Surrounds itself with choking ash, reducing visibility and stifling opponents.
45	Gravitic Crush: Exerts immense gravitational pressure, pinning foes to the ground.
46	Flare Burst: Releases fireballs in random directions, igniting anything they touch.
51	Rockslide Charge: Turns into a rolling boulder, crushing everything in its path.
52	Acid Spray: Vomits corrosive acid that melts through armor and shields.
53	Thunderclap Strike: Each attack creates a deafening explosion, staggering foes.

d66	Ability
54	Blizzard Mantle: Covers itself in swirling snow, obscuring attacks and chilling nearby enemies.
55	Lava Veins: Pulses molten energy through its body, causing burns to anyone who strikes it.
56	Dust Veil: Kicks up clouds of dust, obscuring vision and attacks.
61	Crystal Regeneration: Heals itself by absorbing minerals from the environment.
62	Jetstream Leap: Uses bursts of wind to propel itself at terrifying speeds toward its target.
63	Earthen Grasp: Causes the ground to sprout hands of stone that restrain enemies.
64	Ignition Step: Leaves trails of fire wherever it moves.
65	Lightning Storm: Calls down a tempest of lightning strikes over a large area.
66	Volcanic Eruption: Unleashes a powerful explosion of molten rock and ash, devastating everything nearby.

Traits of Undead Minions

d66	Trait
11	Shattered Memories: Recites fragments of their past life, distracting or unnerving enemies.
12	Bone Shield: Forms a protective barrier from its own ribs, reducing damage.
13	Hollow Eyes: Emits a faint glow from its empty sockets, unnerving opponents.
14	Relentless Grip: Grasps with inhuman strength, making escape nearly impossible.
15	Blighted Touch: Infects those it strikes with a slow-acting necrotic curse.
16	Ethereal Cloak: Fades in and out of the material plane, making attacks harder to land.
21	Frozen Flesh: Coated in frost, it chills anyone who strikes it in melee combat.
22	Tattered Wings: Can glide short distances, adding an element of surprise to its attacks.

d66	Trait
23	Crumbling Form: Takes minimal damage from blunt weapons due to its brittle, shifting body.
24	Reek of Decay: Emits a nauseating stench that disrupts focus and weakens opponents.
25	Shambling Mass: Can reassemble itself from destroyed pieces, prolonging combat.
26	Black Ichor: Bleeds a corrosive substance that damages weapons and burns flesh.
31	Soul Wail: Emits a ghostly scream, reducing the morale of nearby foes.
32	Jagged Claws: Attacks leave bleeding wounds that worsen over time.
33	Shadow Meld: Can hide within nearby shadows, ambushing its enemies.
34	Bone Rattle: Creates a chilling noise that distracts or intimidates enemies.
35	Enslaved Soul: Occasionally speaks in the voice of the

d66	Trait
	spirit bound to it, pleading for freedom.
36	Unholy Binding: Connected to other nearby undead, increasing its durability when in groups.
41	Flesh Knitter: Heals rapidly by absorbing organic material from its surroundings.
42	Chilling Gaze: Locks eyes with its target, causing paralysis or fear.
43	Exploding Corpse: Detonates in a blast of necrotic energy when destroyed.
44	Bone Barbs: Spines protrude from its body, damaging attackers on contact.
45	Soul Hunger: Drains life energy from those it strikes, healing itself in the process.
46	Rotting Grasp: Disarms its enemies by corroding weapons and shields with its touch.
51	Cursed Chains: Bound by spectral chains that lash out to restrain enemies.

d66	Trait
52	Necrotic Aura: Weakens the life force of those nearby, sapping their strength.
53	Flame-Wreathed Skull: Its head burns with ghostly fire, searing enemies with each strike.
54	Splintered Blade: Wields a jagged, cursed weapon that deals lingering damage.
55	Puppet Master: Controls smaller undead creatures to overwhelm foes with numbers.
56	Silent March: Moves without sound, ambushing its prey.
61	Soulbound Weapon: Its weapon cannot be destroyed and always returns to its hand.
62	Eternal Sentinel: Imbued with an unbreakable will to guard its master's domain.
63	Shriek of the Damned: Lets out a terrifying cry, summoning reinforcements.
64	Rusted Armor: Wears corroded, enchanted armor that deflects magic attacks.

d66	Trait
65	Spectral Hands: Creates ghostly duplicates of its arms to attack from a distance.
66	Ritual Markings: Inscribed with sigils that increase its strength when near other undead.

Legendary Hunters and Their Prey

d66	Hunter and Prey
11	Kael the Stormseeker: Chasing the Thunderstep Mammoth through the steppes, wielding a spear said to summon storms.
12	Yari Emberfang: Pursuing the Firetail Serpent , her sword blazing with enchanted fire to counter its heat.
13	Vex Shadowmark: Hunting the elusive Phantom Stalker , an ethereal predator of the plains.
14	Dorana Riftbreaker: Known for her vendetta against the Riftfang Lynx , which scarred her in a previous hunt.
15	Jorin Ironspine: Famed for battling the Mireborne Hydra , using ancient armor to endure its attacks.
16	Zharis Windpiercer: Seeks to slay the Stormcaller Eagle , whose feathers are said to grant flight.

d66	Hunter and Prey
21	Eira Frostblade: Hunts the Frost Revenant , wielding enchanted flames to counter its icy aura.
22	The Red Cloak: Known only by legend, tracking the Wraith of the Abyssal Rift to banish it.
23	Torrek Mudbreaker: Battles the Swarm of Rotflies with a shield enchanted to deflect their clouds.
24	Lyran Deepfang: Seeks vengeance on the Bogshade Sentinel , which destroyed her homeland.
25	Korran Dustshard: In relentless pursuit of the Glasswing Moth , whose wings are said to cut the air itself.
26	Ardan Bloodthorn: Famous for slaying the Duskhowl Beast , a predator that terrorized the steppes for decades.
31	Tali Sunveil: A lone archer chasing the Goldenhide Charger , seeking its rare pelt as proof of mastery.
32	Felkar Blackmantle: Stalks the Shadow Weaver , intent on freeing souls trapped in its web.
33	Isla Whisperwood: Tracks the Blightbark Creeper , said to hide an ancient artifact within its core.

d66	Hunter and Prey
34	Goran Soulpiercer: Known for his vendetta against the Boneclaw Haunt , which stole his child's spirit.
35	Syla Voidtracker: Hunts the Hungering Voidspawn , which devoured her entire expedition.
36	Rovan Ironclad: The lone warrior attempting to capture the Rockhide Charger alive.
41	Eryn Stormbane: Pursuing the Stormcaller Eagle , believing it to be a divine messenger.
42	Velka of the Ashen Steppe: Stalking the Ashfang Boar , whose tusks are sought for magical armor.
43	Hyrant Frostbite: Seeks to destroy the Frozen Flesh Ghoul , which killed his tribe.
44	The Obsidian Mask: A faceless hunter pursuing the Razorfeather Harpy , which guards a sacred relic.
45	Taryn Lightweaver: In a fateful battle against the Soullight Apparition , seeking redemption for past sins.
46	Marik Sandspire: Trails the Sandstorm Leviathan , a legendary predator of the desert.

d66	Hunter and Prey
51	Nira Moonshade: Tracks the Dreadfang Hunter , said to have claimed her family's ancestral blade.
52	Kren Ironjaw: The only survivor of an ambush by the Fenlight Stalker , now sworn to kill it.
53	Zara Flameheart: Pursuing the Fire-born Elemental , seeking to harness its power for her own.
54	Jarek the Silent Blade: Chasing the elusive Eclipsed Shade , which appears only during celestial events.
55	Lira Nightbound: Known for her vendetta against the Spectral Puppeteer , which stole her allies' corpses.
56	Rogar Thunderbreaker: Hunts the Thunderhorn Stalker , a predator said to cause lightning strikes.
61	Kara Stormcloak: Seeks to slay the Gold-hide Charger , whose horns are said to channel divine energy.
62	Farren Dustveil: Tracks the Crimson Mane Wolf , a predator that brings terror wherever it roams.
63	Ashar the Relentless: Pursues the Wraith of the Abyssal Rift , blaming it for his shattered memories.

d66	Hunter and Prey
64	Valis Deepstone: Known for dueling the Earthspike Titan , a giant elemental guarding ancient ruins.
65	Elyra Starseeker: Trails the Starborn Drake , which appears only under starlit skies.
66	Haleon Shadowfang: Chasing the Phantom Stalker , a creature rumored to guard an ancient treasure.

Religious Rituals and Sacrifices

d66	Ritual or Sacrifice
11	The Crimson Offering: Participants spill their own blood into a sacred chalice to ensure their harvest's success.
12	Dance of the Veil: A ceremonial dance performed at sunrise, symbolizing the balance between life and death.
13	The Binding Flame: Sacrifice of a rare herb in an eternal fire to seal pacts with the gods.
14	Song of the Ancestors: Chanting names of the dead while scattering blessed ashes over the fields.
15	The Drowned Gift: A favored animal is drowned in a sacred pool to appease water spirits.

d66	Ritual or Sacrifice
16	Moonlit Vigil: Worshippers fast under the full moon, lighting candles in memory of the departed.
21	The Breaking of Chains: Ritual destruction of old tools or weapons to signify renewal and release from past burdens.
22	The Eclipsed Sacrifice: An offering of rare gemstones during a solar eclipse to gain divine favor.
23	Veil of Whispers: Participants whisper prayers into a sacred veil, which is burned to carry messages to the gods.
24	The Bone Communion: Bones of revered ancestors are displayed and anointed with oils to draw their blessings.
25	Stormcall Rite: Worshippers climb a mountain and offer metal objects to summon rains or storms.
26	The Feast of Shadows: A grand banquet where food is left for wandering spirits before the living may partake.
31	Fangstone Ceremony: Hunters offer the teeth of their kills to a sacred altar, thanking the gods of the hunt.
32	The Starborn Dance: A night-long celebration under falling stars, with sacrifices of gold to celestial entities.

d66	Ritual or Sacrifice
33	Rite of the Ashen Cloak: Participants walk through sacred flames to purify themselves of past sins.
34	The Silent Hour: A vow of silence is observed for one day to allow divine voices to be heard.
35	Tears of the Earth: Water collected from sacred springs is poured over idols to cleanse and energize them.
36	The Soulbinding Ritual: A personal item is burned to create a bond with a protective spirit.
41	The Weaver's Prayer: Intricate tapestries are woven and left at shrines to symbolize prayers for guidance.
42	The Shadowed Feast: Food and drink are placed on graves to appease restless spirits.
43	Rite of the First Blade: A warrior offers their weapon to the gods before battle to ensure victory.
44	Eclipse Communion: Followers stare into the darkness of an eclipse, seeking divine visions.
45	Culling of the Unworthy: Animals or objects are judged by their imperfections and offered to destructive deities.

d66	Ritual or Sacrifice
46	The River's Toll: Worshippers throw valuables into a sacred river to ensure safe crossings or bountiful fishing.
51	The Lantern Walk: Lamps are carried through a village, guiding lost spirits to their rest.
52	Offering of the First Flame: The season's first harvest is burned on an altar to symbolize gratitude and renewal.
53	Tithe of Blood: A drop of blood from each villager is collected in a single vessel to protect the community.
54	The Broken Mirror: Mirrors are shattered to sever ties with malevolent spirits lingering nearby.
55	The Silent Prayer: Worshippers hold their breath while reciting mental prayers, believing the gods favor the unseen.
56	The Skywatch Rite: Worshippers lie beneath the stars, seeking omens in celestial patterns.
61	Binding of the Storm: Chains are left on mountain peaks to pacify vengeful sky spirits.
62	The Golden Cascade: Sacred waters are poured over golden idols to invigorate the land.

d66	Ritual or Sacrifice
63	Ritual of the Hollow Eyes: A blindfolded sacrifice is led to an altar, symbolizing surrender to divine will.
64	Sacrifice of Silence: The community abstains from speaking for a day to seek divine insight.
65	The Final Journey: A pyre is lit for the deceased, sending their spirit to the heavens on a path of smoke.
66	The Endless Flame: An eternal fire is kept burning during a festival, with sacrifices of wood and oil.

Artifacts of Lost Civilizations

d66	Artifact
11	The Opal Mask: Grants visions of the past, but slowly drives the wearer to madness.
12	Starforge Blade: A weapon forged from meteoric iron that glows under starlight.
13	Luminarch Lantern: Illuminates hidden paths but attracts malevolent spirits.
14	Runed Casket: A locked container etched with ancient glyphs, holding an unknown treasure—or curse.

d66	Artifact
15	Tidecaller Amulet: Controls the flow of water but consumes the wearer's vitality.
16	Wraithglass Mirror: Reflects not only the user but also glimpses of unseen dimensions.
21	Fang of the Sun God: A dagger imbued with solar energy, deadly to undead and shadow creatures.
22	Obsidian Crown: Grants dominion over lesser beings but corrupts the wearer's mind.
23	Boneflute of the Ancients: Plays haunting melodies that summon spirits, both benign and hostile.
24	The Starshard Globe: Projects a map of forgotten lands when exposed to moonlight.
25	Echo Stone: Captures and stores voices, replaying them at inopportune moments.
26	Crystal Helm: Protects the mind from psychic attacks but dulls all emotions.
31	Chalice of the Fallen: Heals wounds when filled with blood, but leaves scars that never fade.
32	Veil of Starlight: Renders the wearer invisible under the night

d66	Artifact
	sky but blinds them during the day.
33	Shard of the Black Sun: A fragment of a celestial event that radiates destructive power.
34	Titan's Heartstone: Grants immense strength but pulses with uncontrollable energy.
35	Glyph-Carved Tablet: Contains knowledge of forbidden spells but curses anyone who attempts to decipher it.
36	Serpent Idol: Emits an aura of protection but makes the user a target for snake-like creatures.
41	Eclipse Medallion: Bends light and shadow at the wearer's will, but drains their stamina.
42	Stormcaller Staff: Summons lightning at a great cost to the user's life force.
43	Tombwarden Gauntlets: Protect the wearer from harm but bind them to guard the artifact's resting place.
44	Moonlit Diadem: Channels moonlight into healing energy but becomes inert under a new moon.

d66	Artifact
45	Crown of the Forgotten: Grants memories of a lost empire but slowly erases the wearer's own.
46	Bloodstone Ring: Enhances vitality but marks the wearer as prey for bloodthirsty entities.
51	The Everglow Pendant: Lights the way in the darkest places but cannot be extinguished.
52	Breath of the Deep: Allows the wearer to breathe underwater but induces a yearning for the sea.
53	Frostweave Cloak: Protects against extreme cold but spreads frost wherever it goes.
54	The Singing Blade: Emits a haunting melody when drawn, striking terror into enemies and allies alike.
55	Chain of the Ancestors: Links the user to their lineage but forces them to relive their ancestors' failures.
56	Mask of Many Faces: Allows the wearer to assume different appearances but slowly erodes their true identity.
61	The Ember Shard: Radiates heat and sparks flames but burns those who hold it for too long.

d66	Artifact
62	The Void Compass: Points toward the nearest forgotten ruin but occasionally leads to peril instead.
63	Runeetched Orb: Amplifies magical abilities but causes random surges of power.
64	Feather of the Sky Titan: Grants temporary flight but exacts a toll on the user's physical strength.
65	The Hollow Crown: Grants insight into the thoughts of others but isolates the wearer emotionally.
66	The Eternal Gem: Preserves the life of its bearer at the cost of slowly consuming their soul.

Treasures Hidden in Dangerous Places

d66	Treasure
11	Golden Idol of the Forgotten God: Found deep within a crumbling temple, its worth is immeasurable but cursed to attract misfortune.
12	Crystal Fang Dagger: Hidden in a predator's lair, this blade can cut through magic but binds its wielder to the beast's spirit.

d66	Treasure
13	Veilspun Robes: Found in the Abyss, these robes grant invisibility in shadows but weaken the wearer under direct sunlight.
14	Stormglass Shard: Lodged in the peak of a lightning-struck mountain, this crystal can summon storms when shattered.
15	Emberstone Relic: Hidden in a dormant volcano, it emits warmth and protects against cold but grows hotter when carried.
16	Bone Harp of Lamentation: Found in a flooded crypt, its music captivates listeners but draws the undead to its sound.
21	Starbound Tiara: Buried beneath the sands of an ancient battlefield, it grants clarity during celestial events.
22	Lifeward Pendant: Hidden in the roots of a cursed tree, it protects against poison but attracts venomous creatures.
23	Shadowglass Shield: Found in the ruins of a fortress consumed by darkness, it reflects spells but clouds the bearer's vision.
24	Tome of Endless Echoes: Sealed within a sunken library, its pages

d66	Treasure
	whisper ancient spells but drain the reader's sanity.
25	Eclipse Blade: Buried in the heart of a forest swallowed by night, it glows during eclipses and grows heavier with each use.
26	Frostbite Gauntlets: Hidden in an ice cave guarded by frost spirits, these gloves chill the wearer's enemies but sap their warmth.
31	Phoenix Feather Cloak: Found in the nest of a fiery predator, it grants protection from flames but cannot be extinguished.
32	Starsteel Spear: Embedded in the ruins of a fallen ziggurat, it channels divine energy but blinds the unworthy.
33	Gilded Hourglass: Hidden in a desert ruin, it can reverse time briefly but consumes years from its user's life.
34	The Weeping Crown: Buried in a tomb sealed with tears, it grants visions of the future but curses the wearer with sorrow.
35	Luminous Pearl: Found in the depths of a treacherous river, it emits healing light but attracts waterborne predators.

d66	Treasure
36	Censer of Eternal Ash: Discovered in a charred temple, it summons protective ash clouds but blackens the user's lungs.
41	Mirror of Illusions: Hidden in a labyrinth, it can create duplicates of the user to confuse enemies but shatters if misused.
42	Thorned Scepter: Found in a jungle shrine, it commands plants but leaves painful scars on its wielder.
43	Starweave Amulet: Sealed in a glowing cavern, it enhances magic during starlit nights but dims under cloudy skies.
44	Runeforge Hammer: Hidden in the forge of a long-dead artisan, it enhances crafting but burns unworthy hands.
45	Moonlit Lyre: Found in the lair of a spectral beast, its melodies charm beasts but haunt the player's dreams.
46	Blackstone Ring: Discovered in a cursed well, it deflects curses but prevents its wearer from lying.
51	Golden Bones of the Ancients: Unearthed in a sacrificial cham-

d66	Treasure
	ber, they grant insight into lost secrets but carry a heavy curse.
52	Dagger of Echoing Blades: Found in a crumbling tower, it strikes twice but leaves the user disoriented.
53	Singing Starshard: Lodged in a mountain cave, it hums with celestial power but disorients its user.
54	The Veiled Orb: Hidden in the Abyss, it reveals truths but blinds the user to falsehoods.
55	Chalice of Eternal Rest: Found in a tomb guarded by wraiths, it grants restful sleep but induces nightmares.
56	Flamebound Relic: Hidden in a volcanic fissure, it summons firestorms but chars its wielder.
61	Crown of Splintered Stars: Found in an ancient observatory, it enhances night vision but blinds the wearer in daylight.
62	Bloodspike Spear: Discovered in a forest of crimson trees, it heals the wielder with every strike but inflicts a craving for violence.

d66	Treasure
63	The Unseen Cloak: Hidden in a forgotten shrine, it grants perfect stealth but causes paranoia.
64	The Silver Flame Torch: Found in a sunken city, it wards off spirits but burns with eternal light.
65	Crown of Eternal Ash: Hidden in a ruin consumed by fire, it grants immunity to flame but carries a deadly curse.
66	The Rift Compass: Found in a chasm's depths, it guides the user to forgotten realms but risks opening rifts.

Rewards Offered by Powerful Patrons

d66	Reward
11	Title of Nobility: Land, a keep, and a noble title are granted, but enemies of the patron seek vengeance.
12	Gilded Chariot: A luxurious chariot enchanted to travel swiftly over any terrain.
13	Vault of Gold: Enough wealth to fund a kingdom—but cursed to attract thieves and misfortune.

d66	Reward
14	Amulet of Favor: Worn by the patron's most trusted allies, it grants access to their court.
15	Enchanted Steed: A magical mount that never tires but has a mind of its own.
16	Forbidden Grimoire: Contains rare spells but is watched by entities from beyond.
21	Writ of Trade: Exclusive rights to a lucrative trade route under the patron's protection.
22	Feather of Passage: A token that guarantees safe passage through allied territories.
23	Blessing of the Court: The patron ensures influence and reputation among nobles.
24	Shadow Contract: An agreement binding the patron's enemies into silence or servitude.
25	Obsidian Blade: A ceremonial weapon enchanted for both beauty and lethality.
26	Living Map: A magical scroll that reveals hidden paths and treasures but fades over time.

d66	Reward
31	Phoenix Egg: A mystical egg that may hatch into a powerful ally or artifact.
32	Stormcaller Pendant: Grants control over local weather at the cost of personal stamina.
33	Eclipse Medallion: Protects against harmful magic but marks the wearer as a target.
34	Ancient Relic: A priceless artifact passed down from the patron's family.
35	Crystal Chalice: A goblet that purifies any liquid but cracks with prolonged use.
36	Sigil of the Alliance: A mark that grants sanctuary in allied lands.
41	Starlight Mantle: A cloak that enhances charisma but draws the envy of rivals.
42	Runed Gauntlets: Strengthens the wearer's attacks but binds them to the patron's service.
43	Ethereal Vessel: A ship enchanted to sail across land, sea, or air.
44	Gem of True Seeing: Allows the bearer to see through il-

d66	Reward
	lusions but dims their natural sight.
45	Wand of the Archmage: A powerful magical item but one that drains the user's life force.
46	Cloak of Twilight: Protects against ranged attacks but amplifies the wearer's fears.
51	Warband Loyalty: A company of elite soldiers pledged to the recipient's service.
52	Bloodforged Ring: Strengthens the user in battle but requires regular sacrifice.
53	Patron's Blessing: A boon that ensures success in one endeavor but binds you to fulfill a future favor.
54	Golden Banner: Commands respect in any territory but attracts unwanted attention.
55	Divine Favor: A deity's blessing shields the recipient but demands constant piety.
56	Vault of Secrets: Access to the patron's hidden knowledge, but the secrets come with risks.
61	Dragon's Fang Blade: A weapon forged from a slain

d66	Reward
	dragon's fang, granting immense power.
62	Mystic Seal: Grants access to ancient ruins protected by the patron.
63	Crown of Influence: A golden circlet that inspires loyalty but burdens the wearer with guilt.
64	Winged Familiar: A magical creature that aids the recipient but has its own mysterious agenda.
65	Treasure of the Lost Empire: Priceless riches buried with a dark curse.
66	Immortal Contract: The patron promises eternal life, with a hidden price yet to be revealed.

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Strike	Evade	Hunt	Seek	Betray	Command
2	Defend	Lurk	Stalk	Charm	Deceive	Escape
3	Steal	Destroy	Save	Ambush	Capture	Flee

Verbs	1	2	3	4	5	6
4	Track	En- dure	Pierce	Craft	Scry	Over- come
5	Un- veil	Break	Honor	Defy	Summon	Intimi- date
6	Am- bush	Con- ceal	Be- tray	Pro- tect	Infiltrate	Chal- lenge

Adjectives

Adjectives	1	2	3	4	5	6
1	Dark	Myste- rious	Ruth- less	Cursed	Sav- age	Forgot- ten
2	Grim	Venge- ful	Haunted	Hid- den	Foul	Fierce
3	No- ble	Cor- rupt	Doomed	Twisted	Lost	An- cient
4	Cun- ning	Wretched	For- bid- den	Shad- owy	Fa- bled	Un- seen
5	Fear- some	Scarred	Scarce	Decrepit	Shat- tered	Malev- olent
6	Fierce	Wicked	Dire	Blighted	Bleak	Sinister

Nouns

Nouns	1	2	3	4	5	6
1	Blade	Tomb	Throne	Beast	Ruin	Sor- cerer

Nouns	1	2	3	4	5	6
2	Forest	War- lord	Arti- fact	Trea- sure	De- mon	Shadow
3	Tower	Ritual	Slave	Sword	Blood	Wraith
4	Crown	Curse	Abyss	Tem- ple	Spirit	War- lock
5	City	Mon- ster	Oracle	Amulet	Relic	Fortress
6	Priest	Knight	Ser- pent	Em- pire	Idol	Spell

Appendix: Inspirational Media

Books: - *Conan the Barbarian* by Robert E. Howard - *Elric of Melniboné* by Michael Moorcock - *The Broken Sword* by Poul Anderson - *Fafhrd and the Gray Mouser* series by Fritz Leiber - *The Black Company* by Glen Cook

Films: - *Conan the Barbarian* (1982) - *The 13th Warrior* (1999) - *The Sword and the Sorcerer* (1982) - *Excalibur* (1981) - *Fire and Ice* (1983)

TV Series: - *The Witcher* (Netflix) - *Game of Thrones* (HBO) - *Spartacus* (Starz) - *Vikings* (History Channel)

Comics: - *Conan the Barbarian* by Marvel Comics - *The Savage Sword of Conan* by Marvel Comics - *Red Sonja* by Dynamite Entertainment

Video Games: - *Dark Souls* series - *The Witcher* series - *Shadow of the Colossus* - *Dragon's Dogma* - *Darkest Dungeon*

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