

LONER: URBAN Fantasy

Version: 3

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Loner: Urban Fantasy

Loner: Urban Fantasy is a solo tabletop RPG adventure set in contemporary cities where magic bleeds through the cracks of mundane reality.

This minimalist Solo Role Playing Game is designed to explore the hidden supernatural world existing alongside everyday life, where ancient powers wear modern faces and discovery changes everything.

Introduction

Loner: Urban Fantasy 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: Urban Fantasy** throws you headfirst into the heart of the action. Your character will be defined by thematic tags: *Awakening Sorcerer*,

Magic Student, Hedge Witch, Haven Protector, or Oath-Bound Guardian.

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: Urban Fantasy* 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 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: Urban Fantasy* 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!

The Veiled World

The city you know is a lie—or rather, an incomplete truth. Beneath the surface of traffic jams and coffee shops, supernatural beings walk unnoticed. Magic flows through ley lines hidden under subway tunnels. Ancient pacts shape corporate boardrooms. The Veil—that gossamer barrier between mundane and magical—grows thinner every day.

- **The Veil:** Magic hides in plain sight—not through enforcement but through disbelief. Most humans explain away what they see. Those who truly see can't unsee.
- **Safe Havens:** Certain places exist between worlds—the 24-hour occult bookshop where practitioners gather to learn, the bar that serves as community hub and support group, the community center teaching young magic-users control.

- **Communities and Teachers:** Power flows through knowledge, not hierarchy. Some practitioners form schools or collectives; others walk solitary paths. Mentors pass down traditions, but no one faction controls magic itself.
- **Living History:** Centuries-old beings navigate smartphones and social media. Ancient feuds play out through legal battles and urban development. The old ways adapt or die.
- **The Awakening:** Some discover magic through heritage, others through accident or desperation. The moment of first true seeing changes everything—there's no going back.
- **Portal Geography:** Certain locations serve as crossroads to other realms—the Mirror City, the Borderlands, the Deep Dream. What happens there echoes here.
- **The Price:** Magic always costs something. Power demands sacrifice, transformation, or consequence. Shortcuts lead to corruption or catastrophe.

Safe Havens

Safe havens are more than neutral territory—they're gathering places, learning spaces, and refuges for the supernatural community.

Examples:

- **The Midnight Bookshop:** Occult bookstore that's also a library, study space, and meeting point for practitioners seeking knowledge
- **The Haven Bar:** Supernatural hangout where you can be yourself, get advice, find work, and sometimes get into trouble

- **The Teaching Circle:** Informal school where mentors pass down knowledge to students in basement classrooms and rooftop gardens
- **The Community Center:** Mortal facade hiding magical support group meetings and practice spaces
- **The Underground Market:** Night market trading magical goods, information, and services between practitioners
- **The Sanctuary Apartment:** Rotating safe house for those in danger, its location known only to trusted community members

What Havens Provide:

- Safety from mundane interference and hostile forces
- Access to knowledge (books, mentors, fellow practitioners)
- Community and belonging for those caught between worlds
- Resources, contacts, and sometimes employment
- Refuge when things go wrong

Haven Rules:

Most havens have simple agreements rather than formal laws: no violence inside, respect others' privacy, help maintain the wards if you can. These aren't enforced by authority—they're maintained by community trust.

Violating haven trust brings personal consequences: exile from the only safe space you have, loss of community support, and the knowledge that you've destroyed something precious. Haven keepers don't punish—the community simply stops trusting you.

Playable Themes

Discovery and Identity: The moment everything changes—learning you're not entirely human, that magic is real, that

your family lied for your protection. Navigating between worlds, choosing which parts of yourself to embrace or reject.

Forbidden Knowledge: Researching ancient texts in modern archives, decoding grimoires disguised as cookbooks, learning that some questions attract dangerous attention. The pursuit of understanding drives both wonder and horror.

Learning and Mastery: Magic requires study, practice, and often a teacher willing to share secrets. Spellcraft is messy and dangerous when rushed. Finding mentors, decoding grimoires, and practicing techniques drive growth and discovery.

Found Family: Building bonds across species and traditions, creating chosen families that transcend old prejudices. These connections become both your greatest strength and most dangerous vulnerability.

Identity and Belonging: Navigating between magical and mundane identities. Choosing whether to embrace your nature or resist it. Finding where—and with whom—you truly belong.

Consequences Over Morality: Actions ripple outward in complex ways. Saving one person might doom another. Power used for good still changes you. Every choice creates new problems.

The Veil's Cracks: Smartphones capture the impossible, social media spreads secrets, forensic science gets too good. Maintaining the Veil becomes harder as technology advances and more people awaken.

Timeline

The Old Laws (Ancient-1900s): Magic and mundane coexisted openly until the Burning Times drove supernatural society underground. The great Veiling established rules of secrecy enforced by all factions.

The Industrial Compromise (1900s-1970s): Supernatural beings adapted to urbanization and technological change. New safe havens emerged. Old families consolidated power while rogue practitioners pushed boundaries.

The Information Age (1980s-2010s): Digital technology complicated the Veil. The internet connected isolated practitioners and awakened more people to the truth. Factions struggled to maintain control as information spread faster than ever.

The Present (Current): The Veil frays thin in places. Climate change affects magical ecosystems. Social movements challenge traditional hierarchies within supernatural society. Young practitioners question the old ways while ancient beings struggle to adapt. Something is changing, building toward a breaking point.

Characters

You're caught between worlds now. Maybe you just discovered the truth, or perhaps you've lived it your whole life. Either way, the mundane facade can't hide the magic bleeding through the cracks anymore. Safe havens beckon, factions recruit, and power waits for those willing to pay the price.

Everything is a Character

In *Loner: Urban Fantasy* 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 *"Awakening Techno-Witch"* or *"Reluctant Pack Heir"*.
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. *"Smart"* is not a skill, *"Ley Line Navigator"* 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.

Bonds and Relationships

Your connections to other characters provide both strength and complication. In a world where you're caught between the mundane and magical, the people who truly know you—and accept you anyway—become precious.

When a **Bond** is present and relevant to a scene, you may gain **Advantage** if the relationship is strong and supportive. A mentor's guidance during magical practice, a found family member's emotional support during crisis, or a romantic partner's trust can tip the scales in your favor.

However, threats to those you care about create **Disadvantage** when emotions run high. Fear for a loved one's safety, desperation to protect them, or the pain of betrayal can cloud judgment and make magic unpredictable.

Relationships are your greatest strength and most dangerous vulnerability.

Creating Bonds

After significant scenes with NPCs—moments of genuine connection, shared danger, intimate conversation, or meaningful conflict—ask the Oracle: **“Does this connection deepen into a Bond?”**

Consider the context and chemistry. If the answer is yes, note the NPC's name and relationship type. Bonds can grow, change, or break as the story progresses.

Types of Bonds

Bonds can be positive, complicated, or outright toxic:

Positive Bonds:

- **Mentor/Student:** Someone teaching you magic, life lessons, or survival skills
- **Found Family:** The people who become family by choice rather than blood
- **Romantic Partner:** Love in all its forms, from new attraction to deep commitment
- **Teaching Circle Member:** Fellow students or practitioners you learn alongside
- **Protector/Protected:** Someone you guard, or who guards you

Complicated Bonds:

- **Rival Turned Ally:** Competition that becomes cooperation (with lingering tension)
- **Dangerous Attraction:** Want someone you probably shouldn't
- **Oath-Bound Connection:** Magically or personally sworn to someone
- **Toxic Mentor:** They teach you, but at psychological or magical cost
- **Family (Blood):** Biological family with all their complicated baggage

Broken Bonds:

When a Bond breaks through betrayal, death, or irreconcilable differences, the loss can be devastating. You might gain a temporary Frailty representing grief, anger, or trust issues—or a new Nemesis if the break was particularly bitter.

But broken Bonds also create space for growth. Sometimes you need to walk away from what's hurting you to find what helps you.

Bonds in Play

Track your Bonds informally—note them in your character sheet or journal. When they’re relevant, they affect the story:

- **Advantage:** When Bonds support and strengthen you
- **Disadvantage:** When Bonds are threatened or complicate the situation
- **Story Hooks:** Bonds generate adventures and drama naturally

The most powerful magic in this world isn’t spells or power—it’s the connections between people brave enough to be known.

Character Traits

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

Character Traits

Concepts

	1	2	3	4	5	6
1	Awakening Sorcerer	Rogue Fae Changeling	Magic Student	Hedge Witch	Blood-Bound Familiar	Urban Shaman
2	Fallen Angel	Techno-Mage	School Navigator	Mon-sterdental Hunter	Acci-dental Medium	Chaos Practitioner
3	Oath-Keeper Knight	Street Oracle	Cursed Heir	Portal Guide	Mem-ory Eater	Sanc-tuary Keeper

	1	2	3	4	5	6
4	Cross-roads Dealer	Grimoire Scholar	Haven Protector	Half-Blood Out-cast	Artifact Collector	Veil Breaker
5	Renegade Vampire	Dream Walker	Oath Keeper	Wild Talent	Community Mediator	Ancient in Disguise
6	Found Family Protector	Ley Line Conductor	Reluctant Chosen One	Reality Hacker	Supernatural PI	Between-Worlds Refugee

Skills

	1	2	3	4	5	6
1	Veil Sight	Ritual Casting	Pack Tactics	Glamour Weaving	Blood Magic	Spirit Negotiation
2	Ward Crafting	Shapeshifting	Enchantment	Shadow Stepping	True Name Knowledge	Techno-Sorcery
3	Fae Bargaining	Divination	Combat Reflexes	Alchemy	Mind Reading	Portal Navigation
4	Ancient Languages	Street Magic	Territory Sense	Rune Carving	Illusion Mastery	Soul Binding

	1	2	3	4	5	6
5	Artifact Appraisal	Weather Working	Dream Manipulation	Healing Touch	Curse Breaking	Urban Tracking
6	Necromancy	Energy Absorption	Prophetic Visions	Elemental Command	Memory Theft	Realm Walking

Frailties

	1	2	3	4	5	6
1	Iron Weakness	Sunlight Vulnerability	Silver Sensitivity	Oath-Bound	Addicted to Magic	Hunted by Faction
2	Unstable Powers	Marked by Dark Pact	Recurring Visions	Cannot Lie	Blood Thirst	Disconnected from Realm
3	Vengeful Ghost	Split Personality	Forbidden Love	Prophetic Nightmares	Memory Gaps	Transformation Scars
4	Bound to Location	Emotional Contagion	Fae Debt	Cursed Bloodline	Power Overload Risk	Mortal Dependent
5	Reckless Courage	Trust Issues	Magical Addiction	Portal Sickness	Betrayed Trust	Broken Mastery

	1	2	3	4	5	6
6	Cannot Cross Threshold	Price of Power	Rival's Target	Unstable Anchor	Sacrificed Humanity	Between-Worlds Corruption

Gear

	1	2	3	4	5	6
1	Inherited Grimoire	Warded Leather Jacket	Silver Chains	Enchanted Smartphone	Iron Knife	Portal Key
2	Spirit Trap	Glamour Charm	Blood Vials	Rune-Carved Staff	Pocket Watch (Temporal)	Fae Contract Scroll
3	Crystal Focus	Protective Talisman	Ritual Components Kit	Consecrated Gun	Dream Catcher	Ancient Coin
4	Warded Apartment	Tracker Spell Beads	Modified Tarot Deck	Athame	Reality Anchor	Bottled Moonlight
5	Familiar Bond Token	Safe House Key	Faction Badge	Scrying Mirror	Hex Breaker	Memory Stone

	1	2	3	4	5	6
6	Soul Con- tainer	Ley Line Map	Binding Circle Chalk	Truth Serum	Invis- ibility Cloak	Realm Com- pass

Names

Female Names

	1	2	3	4	5	6
1	Aurora	Raven	Willow	Sage	Luna	Morgan
2	Celeste	Ivy	Rowan	Blair	Ember	Quinn
3	Cassan- dra	Violet	Hazel	Iris	Scarlett	Thea
4	Selene	Ophelia	Dahlia	Roxy	Vesper	Jade
5	Lilith	Winter	Phoenix	Storm	Maven	Nyx
6	Indigo	Echo	Zara	Sable	Meadow	Lyric

Male Names

	1	2	3	4	5	6
1	Asher	Rowan	Griffin	Jasper	Silas	Felix
2	Dante	Wolf	Archer	Phoenix	Cade	Orion
3	Lucian	River	Atlas	Knox	Sage	Caspian
4	Jude	Ryder	Sterling	Cain	Ash	Damon
5	Malachi	Rune	Dorian	Salem	Blaze	Zephyr
6	Onyx	Soren	Kieran	Talon	Rhys	Nash

Surnames

	1	2	3	4	5	6
1	Black-wood	Night-shade	Frost	Graves	Thorn	Ash-ford
2	Sinclair	Wolfe	Stone	Cross	Raven	Ster-ling
3	Morn-ingstar	Crane	Vale	Woods	Moon	Winter
4	Drake	Locke	Thorne	Knight	Shadow	Storm
5	Rivers	Hawke	Glass	Chase	North	Fox
6	Grey	King	Wilde	Steele	Hart	Price

Nicknames

	1	2	3	4	5	6
1	Spark	Ghost	Blade	Whisper	Hex	Smoke
2	Twist	Moth	Echo	Cage	Silk	Thorn
3	Crow	Shade	Fang	Trick	Bone	Cinder
4	Edge	Pulse	Wire	Flash	Rust	Void
5	Key	Drift	Scar	Rain	Flint	Ash
6	Maze	Circuit	Frost	Spark	Coin	Wolf

Rules

Loner: Urban Fantasy 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: Urban Fantasy* 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: Urban Fantasy* 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 over-confident) 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 < 4	Yes, but...	No, but...
Both > 3	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative 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.

The Veil's Price

Magic always demands payment. When your Protagonist uses significant supernatural power (not minor tricks or inherent abilities, but deliberate spellcasting, major transformations, or drawing from external sources), ask the Oracle: **“Does the magic accomplish what I need without complication?”**

Apply **Advantage** if:

- Using learned, practiced techniques
- Drawing from a safe, familiar power source
- Working within your natural abilities
- Taking time and care with the working

Apply **Disadvantage** if:

- Improvising or using untested magic
- Drawing from dangerous or unknown sources
- Pushing beyond normal limits
- Working under pressure or in haste

Interpret the Oracle's answer:

- **Yes, and...:** The magic works perfectly, and you gain unexpected insight or benefit.
- **Yes:** The magic works as intended.
- **Yes, but...:** The magic works, but at a cost—roll on the **Price of Power** table.
- **No, but...:** The magic fails, but you learn something or avoid the worst consequences.
- **No:** The magic fails completely.
- **No, and...:** The magic fails catastrophically—roll on the **Price of Power** table and suffer worse consequences.

Price of Power

D66	Consequence
11	Physical exhaustion—take 1 Luck damage immediately
12	Emotional bleed—absorb feelings from your target or environment
13	Magical signature—other practitioners sense what you’ve done
14	Reality friction—technology near you malfunctions for the next scene
15	Memory fog—lose recent mundane memories (names, appointments, where you parked)
16	Power echo—the magic repeats randomly at an inconvenient moment
21	Veil crack—mundane witnesses catch glimpses of something impossible
22	Debt incurred—you now owe something to the power source you drew from
23	Physical transformation—temporary change (eyes glow, shadows lengthen, etc.)

D66**Consequence**

- 24 Attention drawn—something dangerous notices your working
- 25 Bleeding effect—the magic affects an unintended target
- 26 Backlash burn—minor magical injury (phantom pain, temporary mark)
- 31 Location marked—this place now has supernatural significance
- 32 Power addiction—you crave using magic again soon
- 33 Temporal slip—lose several minutes or hours with no memory
- 34 Emotional cost—the magic feeds on your feelings, leaving you numb
- 35 Prophetic nightmare—disturbing visions about your future
- 36 Relationship strain—the working damages a bond with someone important
- 41 Reality blur—you see both magical and mundane worlds simultaneously
- 42 Power leak—minor magic effects happen around you uncontrollably
- 43 Blood price—take 2 Luck damage as the magic draws from your life force
- 44 Obsessive focus—you become fixated on the magic's target or purpose
- 45 Fae attention—you've attracted notice from the Courts
- 46 Mirror curse—the magic will affect you as it affected your target
-

D66**Consequence**

- 51 Veil breach—mundane witnesses see something impossible, confusion spreads
- 52 Soul stain—the working leaves a lasting mark on your essence
- 53 Power spiral—your magic is now harder to control (Disadvantage next use)
- 54 Realm slip—you partially exist in another dimension for a scene
- 55 Binding formed—you're now magically connected to the target or location
- 56 Identity crisis—question which world you truly belong to
- 61 Catastrophic feedback—take 3 Luck damage and gain a temporary Frailty
- 62 Permanent change—gain a new supernatural feature (mark, ability, or curse)
- 63 Teacher's notice—someone powerful becomes aware of your magic use
- 64 Portal opened—your working created an unintended passage to another realm
- 65 True name revealed—someone or something learns your magical identity
- 66 Magic addiction—you crave the feeling, power calls to you constantly

Learning Magic

Magic in this world requires study, practice, and often a teacher. Raw talent helps, but mastery demands dedication. The flashy spells you see in movies? Those take years of work—and plenty of embarrassing failures along the way.

Attempting New Magic

When trying a spell or technique you haven't practiced before, ask the Oracle: **"Does the magic work as intended?"**

Apply **Advantage** if:

- You have a teacher or mentor guiding you
- You've researched the technique thoroughly (grimoires, texts, observation)
- Working in a place of power or dedicated learning space
- Taking time and care with the attempt
- The magic aligns with your natural talents or affinities

Apply **Disadvantage** if:

- Self-taught with no guidance or instruction
- Improvising or rushing under pressure
- Emotional state is unstable or chaotic
- Working against your natural inclinations
- Attempting magic significantly beyond your current level

On failure or "No, and...", you may need to roll on the Price of Power table. Untested magic is dangerous—the power doesn't care about your intentions.

On success, you accomplish what you intended, though "Yes, but..." might mean it works with unexpected side effects or costs more than anticipated.

Growth Through Practice

Magic isn't just inherited—it's learned. When you successfully use a new magical technique multiple times throughout your adventures (typically 3-5 successful uses in different contexts), you may add it as a **Skill** tag during character advancement.

Examples:

- Successfully casting “Shadow Step” in different situations → add **Shadow Stepping** skill
- Repeatedly crafting protective wards → add **Ward Crafting** skill
- Consistent success with divination → add **Divination** or **Prophetic Visions** skill

Magic learned from a mentor tends to be safer and more reliable. Self-taught magic is powerful but unpredictable—you might develop unique techniques, but you also risk dangerous misunderstandings about how power works.

Mentorship

Finding someone willing to teach you is an adventure in itself. Most practitioners are cautious about taking students—teaching magic means accepting responsibility for what that student might do with it.

Mentors provide:

- **Advantage** when learning their magical specialties
- Access to rare knowledge, grimoires, and resources
- Community connections and introductions
- Guidance through dangerous magical territory
- Sometimes: complicated personal relationships and obligations

Mentors expect:

- Respect for their time and knowledge
- Help with their own projects or problems
- Discretion about their secrets
- Sometimes: favors, payment, or other compensation

The mentor-student bond can become as important as family—or as toxic as the worst relationship. Some mentors are generous teachers who genuinely want to help. Others are

manipulative, controlling, or have hidden agendas. Most fall somewhere in between: flawed people doing their best to pass knowledge to the next generation.

Finding a mentor might mean:

- Impressing a practitioner with your potential
- Doing a favor to earn their attention
- Being in the right place at the right time
- Having a connection through family or community
- Paying for instruction (money, service, or magical trade)

Not everyone needs a formal mentor. Some magic-users learn from books, observation, trial and error, or supernatural beings. But having someone who knows the path you're walking makes the journey safer—even if it's never simple.

Veil Breaches and Exposure

When the mundane world glimpses magic—whether through your actions, circumstance, or bad luck—the consequences ripple outward. The Veil isn't enforced by authority; it's maintained by collective disbelief. Breaches create personal complications and community concerns.

Ask the Oracle: **“Does the breach get explained away or dismissed?”**

Apply **Advantage** if:

- Few witnesses present
- Evidence is ambiguous or easily rationalized
- Working in a location known for “weirdness”
- Breach was brief and minor

Apply **Disadvantage** if:

- Many witnesses or clear recording
- Undeniable, dramatic magical effect

- High-traffic public location
- Breach lasted more than moments

If the breach cannot be dismissed, roll on the **Exposure Complications** table:

D66	Complication
11	Social media post goes viral—damage control needed immediately
12	Police investigation begins—mundane authorities asking questions
13	Journalist witnessed event—they’re investigating the “unexplained”
14	Security footage captured something—organization tries to obtain it
15	Witnesses suffering psychological effects—need help or support
16	Local practitioners offer help—but they want something in return
21	Mundane scientist took samples—physical evidence exists
22	Children witnessed magic—their parents are asking uncomfortable questions
23	Government agency noticed—watchers are now monitoring the area
24	Rival faction exploiting breach—they’re using it for their agenda
25	Witnesses formed group—they’re sharing theories and investigating
26	Media coverage spreading—multiple outlets picking up the story

D66**Complication**

- 31 Location now contaminated—magical signature too strong to hide
- 32 Witnesses developing abilities—exposure awakened latent powers
- 33 Religious groups involved—exorcists or faithful interpreting events
- 34 Academic interest sparked—researchers requesting access to site
- 35 Tourist attraction forming—curious mundanes flocking to location
- 36 Insurance fraud suspected—companies investigating “impossible” claims
- 41 Copycat incidents occurring—others claiming similar experiences
- 42 Conspiracy theorists assembling—they’re getting dangerously close to truth
- 43 Building condemned—mundane authorities shutting down affected site
- 44 Witness protection needed—someone saw too much and is now at risk
- 45 Medical examinations ordered—hospitals studying affected individuals
- 46 Property seized—government or private organization claiming jurisdiction
- 51 Community divided—different practitioners have conflicting approaches
- 52 Witness went public—press conference or interview already happened

D66

Complication

- 53 Evidence uploaded online—deletion may be impossible
- 54 Mass hysteria spreading—fear and panic affecting wider community
- 55 Supernatural refugees appearing—the breach attracted non-human attention
- 56 Hunter organizations mobilizing—mortal witch hunters entering the area
- 61 International attention—foreign powers or organizations investigating
- 62 Permanent Veil damage—this location is now a known “haunted” or “cursed” site
- 63 Awakening cascade—multiple people in area developing Veil Sight
- 64 Powerful mentor confronts you—disappointed and demanding explanation
- 65 Realm bleed beginning—the breach is allowing other dimensions to seep through
- 66 Mass awakening—dozens developing Veil Sight, seeking answers and community

Conflicts

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

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

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

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

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

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

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

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

Determine the mood of the next scene

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

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

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

Open-Ended Question or Get Inspired

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

When the story ends

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

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

The Awakening Process

The moment you see through the Veil for the first time changes everything. There's no going back, no unseeing what you've seen. Some practitioners call it Awakening, others call it the Sight, or simply Knowing. Whatever name you give it, it's the beginning of a journey you didn't choose but must now walk.

First Moments

The Awakening usually happens during crisis—emotional, physical, or spiritual. Your girlfriend's eyes glow when she's angry and you finally see it. The homeless man on the corner reveals his true form for just a moment. Your grandmother's "superstitions" suddenly make terrible sense. Reality cracks open, and magic spills through.

Most people's minds edit the impossible into something explainable. "I was hallucinating." "Bad mushrooms." "Dream,

just a dream.” But for some, the edit doesn’t take. The impossible stays impossible, undeniable, real.

The Denial Phase

Many newly awakened go through denial first. They try to convince themselves it didn’t happen, wasn’t real, can be forgotten. This rarely works. Magic, once seen, demands acknowledgment. The more you try to ignore it, the more it intrudes—synchronicities, prophetic dreams, objects moving when you’re emotional, strangers staring because they see you seeing them.

Denial can last days or decades, but it always ends the same way: acceptance or breakdown.

Finding Community

The dangerous time comes after Awakening but before finding community. Newly awakened practitioners stumble through a world that suddenly makes no sense, with powers they don’t understand and no framework to process the experience.

Some get lucky—a mentor appears, drawn by their magical signature or sent by community watch systems. Others find safe havens by accident or instinct, pulled toward places where the Veil is thin. The unluckiest ones never find community, either staying isolated or falling prey to less friendly teachers.

Signs You’ve Been Noticed:

- Strangers making odd comments that seem too knowing
- Books appearing with information you desperately needed
- Dreams of places you then find in waking life
- Inexplicable urge to visit specific locations

- Other practitioners “coincidentally” crossing your path

Common Emotional Responses

Wonder: Everything is more real, more vivid, more meaningful. The world has depths you never suspected. Magic is real and it’s beautiful.

Terror: The monsters are real too. The dark holds things that want to hurt you. Your perception of safety was built on comfortable lies.

Isolation: You can’t talk about this with mundane friends and family. They’ll think you’re crazy, or worse, try to “help.” The loneliness cuts deep.

Anger: Why didn’t anyone tell you? Why does society hide this? How many lies have you been living? The betrayal feels personal even when it’s not.

Grief: Your old life is over. You can’t go back to who you were. The innocence is gone forever.

Excitement: You have power. You can do things impossible to mundanes. The possibilities seem endless.

Most practitioners cycle through all these feelings repeatedly, sometimes in the same day.

The Choice

Eventually, every awakened practitioner faces a choice: embrace the magical life, maintain dual existence, or reject it entirely.

Full Embrace: Some abandon mundane life completely, diving deep into magical study and community. This path offers rapid learning and strong bonds but can lead to dangerous isolation from the mundane world.

Dual Life: Most practitioners walk between worlds, maintaining mundane careers and relationships while secretly practicing magic. It's exhausting but allows for broader perspective and stronger connections to humanity.

Rejection: A few try to suppress their abilities and avoid magical community. This rarely ends well—unused power tends to manifest destructively, and magical threats don't care if you've chosen neutrality.

There's no wrong choice, just different costs.

What New Practitioners Need to Know

You're not crazy. Magic is real. Your perception is accurate. Trust what you see.

You're not alone. Others have walked this path. Community exists, though finding it takes patience.

You're not powerless. Even untrained, you have abilities mundanes lack. Learning to control them is the challenge.

You're in danger. Newly awakened attract attention from entities and practitioners with various agendas. Learn to shield yourself.

You're responsible. Magic has consequences. What you do matters. The Price is always real.

You're changing. This transformation will alter who you are. That's not bad, just inevitable. Hold onto your core values even as your worldview expands.

Magic in Daily Life

Living between the mundane and magical worlds means constant negotiation. You can't just abandon your day job to study spellcraft full-time—rent still comes due. Your family

doesn't stop existing because you discovered you're half-fae. The grocery store cashier can't see your third eye opening, but you still need to buy milk.

Balancing Two Worlds

Time Management: Magic study, practice, and community involvement compete with mundane responsibilities. Eight hours of work, magical training in the evenings, trying to maintain normal relationships, actually sleeping—something always gives.

Energy Depletion: Spellcasting drains you. So does pretending to be normal. By week's end, many practitioners are running on fumes, magically exhausted and emotionally depleted.

Cognitive Dissonance: Discussing quarterly reports while knowing ley lines run beneath the office. Smiling through family dinner while processing what you learned about your bloodline. The mental split takes a toll.

Financial Strain: Magical education and supplies cost money. So does living in places where practicing magic won't alert neighbors. Many practitioners are broke, juggling multiple jobs or gigs to support both lives.

Mundane Relationships

Secrets and Lies: Every conversation with non-magical loved ones involves editing, deflecting, or outright lying. "Where were you?" "Working late." (Banishing a ghost from the subway.) "What's that mark?" "Fell." (Magical backlash.)

Growing Apart: As magic becomes more central to your identity, mundane friends and family can feel distant. You have experiences you can't share, knowledge that sets you apart. Relationships that once felt deep now feel shallow.

Dangerous Proximity: The people you love become vulnerability. Your enemies can threaten them. Your magic can harm them accidentally. Some practitioners choose isolation to protect loved ones.

Awakening Others: Sometimes mundane partners or friends start seeing through the Veil through proximity to you. This creates complicated questions about responsibility and consent.

Practical Challenges

Medical Care: How do you explain magical injuries to doctors? What happens when standard tests reveal anomalies? Do you risk exposure or skip necessary treatment?

Legal Documentation: Identity documents become problematic if you're aging differently, changing appearance magically, or don't technically exist in mundane records.

Technology Conflicts: Your magical nature might interfere with electronics. Hard to maintain mundane career when computers glitch constantly around you.

Housing: Need space to practice magic safely, store materials, maintain wards—but can't afford to raise suspicion with obviously supernatural activity.

Transportation: Getting to magical locations while maintaining mundane schedule. Explaining why you need the car at 3 AM. Magical travel that doesn't mesh with mundane geography.

Coping Strategies

Routine and Ritual: Establish clear boundaries between magical and mundane activities. Morning coffee is mundane time. Midnight is magic time. Helps maintain sanity.

Safe Confidants: Even if just one person knows the truth, it helps. Some practitioners tell trusted mundanes; others rely entirely on magical community.

Mundane Grounding: Maintain some purely mundane activities—cooking, exercise, hobbies unrelated to magic. Helps remember your humanity.

Financial Planning: Develop income streams that accommodate magical life. Remote work, flexible schedules, or magical services that pay mundane currency.

Selective Truth: Learn which parts of magical life you can hint at without breaking the Veil. “I study alternative spirituality” covers a lot.

When Worlds Collide

Veil Breaches: Mundane witness something impossible. Now you’re doing damage control while processing your own emotional response.

Family Crisis: Mundane emergency during magical crisis. Choose, knowing you can’t be in both places.

Discovery: Someone you love learns the truth accidentally. Navigate their Awakening while managing your own fears.

Integration: Finding rare moments where both worlds harmonize—using magic to solve mundane problem, or mundane skills in magical situation.

Schools and Teachers

Magic doesn’t come with an instruction manual. Knowledge passes through teaching, usually one-on-one or in small groups. The relationship between teacher and student shapes not just what magic you learn, but how you understand power itself.

Teaching Philosophies

Traditional Method: Strict structure, proven techniques, safety-first approach. Students master basics before advanced work. Emphasizes theory and history. Conservative, slow, thorough.

Intuitive Method: Follow your instincts, learn through doing, embrace mistakes as teaching tools. Loose structure, experimentation encouraged. Emphasizes personal discovery and innovation.

Academic Method: Treat magic as science—hypothesis, testing, documentation. Systematic exploration of principles. Emphasizes understanding over rote practice. Appeals to analytical minds.

Survival Method: Learn what keeps you alive first, refine later. Practical focus, minimal theory. Emphasizes immediate results. Common in dangerous situations or for late-awakening practitioners.

Eclectic Method: Draw from multiple traditions, adapt to student's needs. Flexible, personalized, sometimes inconsistent. Emphasizes finding what works for you specifically.

None is objectively superior. Each produces different types of practitioners with different strengths and blind spots.

Finding a Teacher

The Luck Factor: Sometimes a teacher finds you. They sense your potential, need a student, or owe karmic debt. Consider it carefully—being chosen doesn't mean being compatible.

The Search: Actively seeking means visiting havens, attending open teachings, asking community members for recommendations. Be honest about what you need and can offer.

The Interview: Good teachers evaluate students as carefully as students evaluate teachers. Expect questions about goals, ethics, commitment, and emotional stability.

The Trial: Many teachers require a trial period—mutual assessment before formal commitment. Use it to verify compatibility before deeper investment.

The Price: Teachers expect something—payment, service, loyalty, or simply that you'll use knowledge wisely. Clarify terms early to avoid misunderstandings.

Red Flags

Isolation: Teacher who discourages community contact or demands exclusivity may be controlling rather than protecting.

Secrecy About Themselves: Some privacy is reasonable, but a teacher who won't answer basic questions about their practice or history may be hiding problems.

Rush to Power: Pushing advanced techniques before solid foundation suggests dangerous teaching or ulterior motives.

Boundary Violations: Romantic or sexual involvement, financial exploitation, emotional manipulation—all unacceptable regardless of magical skill.

Absolutism: "My way is the only way" thinking limits your growth and signals problematic ego.

Fear-Based Teaching: Terror as primary motivator creates trauma, not mastery.

Types of Teachers

The Mentor: One-on-one intensive relationship. Deeply personal, highly effective, but creates strong dependency. Choose carefully.

The Circle Leader: Teaches groups, emphasizing community and peer learning. Less personalized but provides broader perspective and support network.

The Specialist: Expert in one area willing to teach that specific skillset. Good for supplementing broader education.

The Archive: Elderly or ancient practitioner focused on preserving and transmitting knowledge. Often strict, traditional, invaluable for deep understanding.

The Experimenter: Cutting-edge practitioner exploring new techniques. Exciting but sometimes dangerous. Not for beginners.

The Survivor: Teaches practical magic from experience rather than formal training. Raw, effective, sometimes unconventional.

Self-Teaching

The Appeal: Independence, self-pacing, no interpersonal complications. Learn what interests you when you want.

The Reality: Slower progress, more dangerous mistakes, blind spots in understanding, isolation, no one to correct bad habits.

The Resources: Grimoires, online communities, observation, trial and error, spirit teachers.

The Risks: Magical accidents, developing problematic techniques, falling into dangerous practices, missing crucial safety information.

Making It Work: Supplement with community involvement, verify understanding with multiple sources, start small and build carefully, accept that some things genuinely need a teacher.

Teaching Circles and Groups

Some communities organize informal schools—regular gatherings for magical education. These offer middle ground between formal mentorship and self-teaching.

Advantages: Peer learning, multiple perspectives, community building, shared resources, lower pressure than one-on-one mentorship.

Challenges: Varying skill levels, personality conflicts, inconsistent attendance, less personalized instruction.

Common Formats: Weekly practice sessions, monthly lectures, skill-shares where members teach specialties, group rituals, collaborative research projects.

Found Family and Magical Community

Blood family doesn't always understand or accept your magical nature. The family you choose—your found family—often becomes more important than the one you were born into.

What Makes Found Family

Shared Experience: Understanding what it means to live between worlds because they do too.

Acceptance: Knowing your true nature and loving you anyway—supernatural bits included.

Mutual Support: Being there through magical and mundane crises. Help moves both ways.

Chosen Commitment: Staying together by choice, not obligation. Can be stronger than blood ties precisely because it's voluntary.

Growth Together: Learning, changing, making mistakes, and still showing up for each other.

Types of Found Family

The Teaching Circle: Your fellow students become siblings in magic. You learn together, fail together, succeed together. Bonds formed in shared study run deep.

The Haven Regulars: People you see weekly at the same magical space. Casual at first, deepening over time into genuine family through accumulated small moments.

The Trauma-Bonded: Survived something terrible together. The intensity creates instant intimacy and lasting connection.

The Intentional Community: Deliberately building family structure—shared housing, pooled resources, formal commitments.

The Scattered Network: Found family spread across cities or countries, connected by bonds stronger than geography.

Family Roles and Dynamics

Found families often recreate familial structures:

- **Elder/Parent Figures:** Mentors, protectors, those who guide and care
- **Siblings:** Peers, equals, those you compete and collaborate with
- **The Baby:** Newest or youngest, protected and taught (sometimes smothered)

- **The Problem Child:** Brilliant but troubled, needs extra support
- **The Glue:** Person who maintains connections and mediates conflicts
- **The Rock:** Stable presence everyone relies on

These roles emerge naturally, shift over time, and can become complicated.

When Found Family Struggles

Growing Pains: People change. The family that worked when you were all learning might not work as you master different paths.

Conflict: Disagreements about ethics, practice, community involvement. Can family survive fundamental philosophical splits?

Jealousy: Someone's advancing faster, getting more attention, finding love, succeeding where you're struggling.

Betrayal: Found family member acts against group interests or harms another member. How do you handle it?

Divergence: Life takes family members in different directions—literally and metaphorically. Can bonds survive distance and difference?

New Additions: Adding someone to established family dynamics. Not everyone will mesh. Conflicts arise.

Boundaries: Found family intimacy can become overwhelming. Need for space versus fear of abandonment.

Family Obligations

Support Expectations: How much are you expected to help when family member is in crisis? What if it's always the same person always in crisis?

Resource Sharing: Money, magical supplies, knowledge, time, space—what belongs to the family versus individual?

Conflict Loyalty: Your found family member has beef with someone you also care about. Whose side do you take?

Magical Backup: Are you obligated to risk yourself for family's magical emergencies?

Secret Keeping: What family tells you in confidence stays with you—but what if the secret affects others?

Toxic Found Family

Not all chosen families are healthy. Watch for:

- **Control Disguised as Care:** “We’re just looking out for you” while limiting your choices
- **Conditional Love:** Acceptance only if you comply with group norms
- **Enmeshment:** Unable to have identity separate from family
- **Exploitation:** Your skills, money, or power being used for others’ benefit without reciprocation
- **Exclusivity Demands:** Can’t have other friends or communities
- **Collective Narcissism:** Family sees itself as superior, everyone else as inferior

Leaving toxic found family is harder than leaving blood family because you chose it. But staying in dysfunction doesn't honor anyone.

Building Healthy Family

Clear Communication: Say what you need, ask what others need, negotiate honestly.

Flexible Boundaries: Close but not enmeshed. Support without enabling.

Conflict Resolution: Address problems instead of letting them fester. Not all conflict means the end.

Individual Growth: Encourage each member's development even when it means changing family dynamics.

Mutual Respect: For different paths, paces, and choices. Unity doesn't require uniformity.

Celebration: Mark achievements, support dreams, acknowledge effort. Joy cements bonds as much as shared struggle.

Found family at its best becomes the place where you can be fully yourself—magical and mundane, strong and vulnerable, growing and uncertain. The people who know all of you and choose to stay.

Creatures & Foes

11. Haven Keeper

- **Concept:** Community Protector
- **Skills:** Ward Maintenance, Crisis Mediation
- **Frailty:** Cannot Leave Protected Ground
- **Gear:** Sanctuary Keys, Protection Talismans
- **Goal:** Maintain the safe haven as refuge for all
- **Motive:** Protect those seeking shelter and learning
- **Nemesis:** Forces that would destroy sanctuaries

12. Feral Changeling

- **Concept:** Lost Fae Child
- **Skills:** Wild Empathy, Glamour Instinct
- **Frailty:** Rejected by Both Worlds
- **Gear:** Iron-Proof Charm, Stolen Identity
- **Goal:** Find their true nature
- **Motive:** Desperate for belonging
- **Nemesis:** The Court that abandoned them

13. Street Witch

- **Concept:** Urban Practitioner
- **Skills:** Improvised Magic, City Navigation
- **Frailty:** Limited Resources
- **Gear:** Makeshift Altar, Collected Ingredients
- **Goal:** Survive and master their craft
- **Motive:** Prove they don't need establishment approval
- **Nemesis:** Local magical authorities

14. Blood Addict Vampire

- **Concept:** Struggling Undead
- **Skills:** Enhanced Senses, Supernatural Charm
- **Frailty:** Hunger-Driven
- **Gear:** UV-Blocking Cloak, Emergency Blood Supply
- **Goal:** Maintain control over their nature
- **Motive:** Cling to remaining humanity
- **Nemesis:** Their own sire

15. Pack Beta

- **Concept:** Ambitious Werewolf
- **Skills:** Pack Tactics, Scent Tracking
- **Frailty:** Territorial Aggression

- **Gear:** Silver-Free Accessories, Territory Markers
- **Goal:** Challenge for pack leadership
- **Motive:** Believes current alpha is weak
- **Nemesis:** The pack's alpha

16. Exiled Fae Noble

- **Concept:** Displaced Courtier
- **Skills:** Political Manipulation, True Name Magic
- **Frailty:** Iron Vulnerability
- **Gear:** Court Sigil, Glamour Wardrobe
- **Goal:** Regain position in the Court
- **Motive:** Wounded pride and lost status
- **Nemesis:** The Court faction that exiled them

21. Necromancer Apprentice

- **Concept:** Death Magic Student
- **Skills:** Spirit Communication, Corpse Animation
- **Frailty:** Death's Touch (drains living things)
- **Gear:** Bone Wand, Spirit Anchor
- **Goal:** Master forbidden arts
- **Motive:** Seek knowledge at any cost
- **Nemesis:** Their disappeared mentor's enemies

22. Demon-Bound Warlock

- **Concept:** Pact Prisoner
- **Skills:** Infernal Magic, Contract Loopholes
- **Frailty:** Demonic Mark (visible to magical sight)
- **Gear:** Binding Contract, Summoning Circle
- **Goal:** Break their binding
- **Motive:** Freedom from servitude
- **Nemesis:** The demon they're bound to

23. Techno-Shaman

- **Concept:** Digital Spirit Worker
- **Skills:** Data Divination, Electronic Possession
- **Frailty:** Disconnection Anxiety
- **Gear:** Modified Smartphone, Server Farm Access
- **Goal:** Bridge magic and technology
- **Motive:** Evolve supernatural practice
- **Nemesis:** Traditional magical establishment

24. Nightmare Feeder

- **Concept:** Dream Parasite
- **Skills:** Dream Walking, Fear Manipulation
- **Frailty:** Cannot Enter Waking World Fully
- **Gear:** Dream Anchor, Sleep Token
- **Goal:** Accumulate power from nightmares
- **Motive:** Sustain their fading existence
- **Nemesis:** Dream guardians

25. Sanctuary Keeper

- **Concept:** Safe Haven Guardian
- **Skills:** Ward Maintenance, Neutral Diplomacy
- **Frailty:** Cannot Leave Protected Ground
- **Gear:** Master Keys, Treaty Documents
- **Goal:** Maintain the sanctuary's neutrality
- **Motive:** Protect all who seek refuge
- **Nemesis:** Those who would violate sanctuary

26. Corrupted Oracle

- **Concept:** Mad Prophet
- **Skills:** Forced Visions, Time Fragments
- **Frailty:** Cannot Distinguish Past/Present/Future

- **Gear:** Seeing Stone, Prophetic Scrolls
- **Goal:** Find clarity in the chaos
- **Motive:** Escape the constant visions
- **Nemesis:** Those seeking to exploit their gift

31. Ghost Detective

- **Concept:** Undead Investigator
- **Skills:** Phase Through Walls, Possession
- **Frailty:** Bound to Death Location
- **Gear:** Unfinished Case Files, Spectral Badge
- **Goal:** Solve their own murder
- **Motive:** Achieve peace and move on
- **Nemesis:** Their living killer

32. Alchemist Dealer

- **Concept:** Potion Trafficker
- **Skills:** Substance Crafting, Black Market Contacts
- **Frailty:** Addicted to Own Product
- **Gear:** Hidden Laboratory, Sample Case
- **Goal:** Build underground empire
- **Motive:** Profit and power
- **Nemesis:** Rival dealers and law enforcement

33. Reality Glitch

- **Concept:** Living Paradox
- **Skills:** Probability Manipulation, Quantum Existence
- **Frailty:** Unstable Existence
- **Gear:** Anchor Object, Reality Stabilizer
- **Goal:** Become fully real
- **Motive:** Tired of flickering in and out
- **Nemesis:** Reality enforcement entities

34. Cult Deprogrammer

- **Concept:** Supernatural Interventionist
- **Skills:** Mental Barriers, Ritual Disruption
- **Frailty:** Haunted by Those They Couldn't Save
- **Gear:** Counter-Hex Kit, Safe House Network
- **Goal:** Free victims of supernatural manipulation
- **Motive:** Lost someone to a cult
- **Nemesis:** The cults they expose

35. Portal Cartographer

- **Concept:** Between-Worlds Explorer
- **Skills:** Realm Navigation, Dimensional Mapping
- **Frailty:** Portal Sickness
- **Gear:** Reality Compass, Dimensional Charts
- **Goal:** Map all crossings
- **Motive:** Curiosity and scholarly pursuit
- **Nemesis:** Those who guard forbidden portals

36. Bound Guardian Spirit

- **Concept:** Ancestral Protector
- **Skills:** Blessing Magic, Danger Sense
- **Frailty:** Cannot Directly Intervene
- **Gear:** Family Heirloom, Binding Token
- **Goal:** Guide and protect descendant
- **Motive:** Fulfill ancient duty
- **Nemesis:** Forces threatening their charge

41. Memory Thief

- **Concept:** Psychic Predator
- **Skills:** Memory Extraction, Identity Theft
- **Frailty:** Fragmented Sense of Self

- **Gear:** Memory Crystals, Stolen Identities
- **Goal:** Collect precious memories
- **Motive:** Fill the void where their memories should be
- **Nemesis:** Those hunting their victims

42. Wild Hunt Member

- **Concept:** Eternal Rider
- **Skills:** Supernatural Tracking, Pack Hunting
- **Frailty:** Cannot Refuse the Call
- **Gear:** Spectral Mount, Horn of Summoning
- **Goal:** Complete the eternal hunt
- **Motive:** Bound by ancient compulsion
- **Nemesis:** Their quarry

43. Grimoire Merchant

- **Concept:** Knowledge Broker
- **Skills:** Rare Text Appraisal, Magical Literacy
- **Frailty:** Cannot Resist Forbidden Tomes
- **Gear:** Protected Library, Translation Spell
- **Goal:** Acquire the rarest grimoires
- **Motive:** Power through knowledge
- **Nemesis:** Competing collectors

44. Shadow Stalker

- **Concept:** Living Darkness
- **Skills:** Shadow Merge, Light Absorption
- **Frailty:** Sunlight Vulnerability
- **Gear:** Dark Cloak, Light Snuffer
- **Goal:** Spread darkness
- **Motive:** Pain from light exposure
- **Nemesis:** Light bringers

45. Cursed Artifact Guardian

- **Concept:** Reluctant Keeper
- **Skills:** Object Binding, Curse Knowledge
- **Frailty:** Slowly Being Corrupted
- **Gear:** Cursed Item, Containment Case
- **Goal:** Find a way to safely destroy or contain the artifact
- **Motive:** Stop its influence from spreading
- **Nemesis:** Those seeking to claim the artifact

46. Bloodline Heir

- **Concept:** Reluctant Legacy
- **Skills:** Inherited Power, Family Secrets
- **Frailty:** Weight of Expectations
- **Gear:** Ancestral Focus, Family Grimoire
- **Goal:** Define their own path
- **Motive:** Break free from tradition
- **Nemesis:** Family elders

51. Ley Line Conductor

- **Concept:** Power Router
- **Skills:** Energy Channeling, Magical Infrastructure
- **Frailty:** Overload Risk
- **Gear:** Conductor Rods, Power Meter
- **Goal:** Maintain the ley line network
- **Motive:** Keep magical energy flowing safely
- **Nemesis:** Those who would corrupt or steal ley line energy

52. Veil-Touched Human

- **Concept:** Mundane Witness
- **Skills:** Pattern Recognition, Persistent Investigation
- **Frailty:** No Supernatural Defenses

- **Gear:** Evidence Collection, Recording Devices
- **Goal:** Prove magic exists
- **Motive:** Saw something they can't explain
- **Nemesis:** Practitioners trying to make them forget

53. Bargain Hunter

- **Concept:** Deal Maker
- **Skills:** Contract Magic, Loophole Finding
- **Frailty:** Bound by Own Rules
- **Gear:** Endless Contracts, Binding Pen
- **Goal:** Collect souls and favors
- **Motive:** Build power through debts
- **Nemesis:** Those seeking to break their contracts

54. Realm Refugee

- **Concept:** Displaced Outsider
- **Skills:** Adaptation, Otherworldly Knowledge
- **Frailty:** Doesn't Understand This World
- **Gear:** Homeland Token, Survival Kit
- **Goal:** Find a way home or build new life
- **Motive:** Lost and seeking purpose
- **Nemesis:** Forces that drove them out

55. Awakened Familiar

- **Concept:** Liberated Companion
- **Skills:** Shapeshifting, Magical Senses
- **Frailty:** Former Bond Haunts Them
- **Gear:** Broken Binding, Independence Token
- **Goal:** Live free of masters
- **Motive:** Never be enslaved again
- **Nemesis:** Their former master

56. Prophecy Skeptic

- **Concept:** Fate Denier
- **Skills:** Destiny Breaking, Free Will Magic
- **Frailty:** Hunted by Fate Itself
- **Gear:** Prophecy Blocker, Chaos Charm
- **Goal:** Prove prophecies can be broken
- **Motive:** Refuse to be a pawn
- **Nemesis:** Prophets and seers

61. Soul Binder

- **Concept:** Essence Manipulator
- **Skills:** Soul Extraction, Essence Binding
- **Frailty:** Emptiness Inside
- **Gear:** Soul Gems, Binding Chains
- **Goal:** Collect powerful souls
- **Motive:** Fill their own void
- **Nemesis:** Spirit protectors

62. Veil Breaker

- **Concept:** Truth Seeker
- **Skills:** Public Documentation, Evidence Gathering
- **Frailty:** Hunted by All Communities
- **Gear:** Recording Equipment, Proof Collection
- **Goal:** Expose supernatural world to mundanes
- **Motive:** Believes humans deserve truth
- **Nemesis:** Practitioners who value secrecy

63. Ancient Sleeper

- **Concept:** Awakening Elder
- **Skills:** Old Magic, Legendary Power
- **Frailty:** Out of Touch with Modern World

- **Gear:** Ancient Artifacts, Historical Knowledge
- **Goal:** Understand this strange new era
- **Motive:** Adaptation and survival
- **Nemesis:** Modern practitioners who fear them

64. Transformation Addict

- **Concept:** Shapeshifting Junkie
- **Skills:** Multiple Forms, Identity Fluidity
- **Frailty:** Losing Original Self
- **Gear:** Form Triggers, Identity Anchors
- **Goal:** Experience every possible form
- **Motive:** Escape from who they really are
- **Nemesis:** Those seeking their true form

65. Cursed Protector

- **Concept:** Unwilling Champion
- **Skills:** Combat Excellence, Supernatural Durability
- **Frailty:** Curse-Driven Obligation
- **Gear:** Cursed Weapon, Binding Mark
- **Goal:** Break the curse
- **Motive:** Regain freedom
- **Nemesis:** The one who cursed them

66. Between-Worlds Oracle

- **Concept:** Liminal Seer
- **Skills:** Dual Vision, Prophecy
- **Frailty:** Exists Partially in Multiple Realities
- **Gear:** Scrying Tools, Anchor Point
- **Goal:** Maintain balance between worlds
- **Motive:** Prevent catastrophic realm collapse
- **Nemesis:** Those who would upset the balance

Adventure Tables

Adventure Seeds

D66	Seed
11	A newly awakened practitioner shows up at the haven—terrified, bleeding, and carrying something they don't understand
12	A ley line beneath your neighborhood goes silent; within days the local magical community starts falling ill
13	Someone you trust asks you to forget you saw them in a place they shouldn't have been
14	A ghost has been following the same mundane for weeks—and the mundane has started to notice
15	A mentor from your past resurfaces after years of silence, asking for one last favor
16	Three practitioners in different parts of the city dreamed the same thing on the same night—and you were in it
21	A cursed object has passed through six hands in two weeks; everyone who held it lost something important
22	A haven is shutting down and someone needs to take in the community before they scatter
23	You discover a mundane has been accurately documenting magical activity in your neighborhood for months
24	A member of your found family has made a bargain they're too ashamed to tell you about
25	Something ancient and confused has wandered out of the Underneath and cannot find its way back

- 26 A practitioner has been declared dead by the community—but you’ve just seen them, alive, in mundane territory
- 31 The wards on a major safe haven are failing; whoever built them is gone and no one else knows the pattern
- 32 A Fae debt incurred by a predecessor is being called in—you inherited it with the bloodline
- 33 A young practitioner is advancing too fast; someone taught them wrong and they don’t know it yet
- 34 You find a journal that describes your own recent actions in detail—written six months ago
- 35 Two factions are heading toward conflict; you know both sides and neither knows you know the other
- 36 A portal has opened inside an occupied apartment building and mundane tenants are already complaining about the drafts
- 41 Someone is using a dead practitioner’s name, identity, and sigil—and the community is starting to ask questions
- 42 A string of impossible thefts targets only supernatural households; nothing valuable is taken, only things with sentimental magical weight
- 43 A ritual site you use regularly has been found and altered by someone—the alterations are subtle and probably deliberate
- 44 A child in a mundane school is awakening rapidly and dangerously; their teacher has called the city’s attention
- 45 You receive a message from your future self—short, urgent, and useless without context you don’t have yet
-

- 46 An old community accord is being tested by someone who believes it no longer applies to them
- 51 A practitioner you've never met has named you as their emergency contact; now there is an emergency
- 52 The magical community's primary supplier of essential components has gone missing
- 53 A mundane you love is starting to see through the Veil—and you don't know if it's natural or being done to them
- 54 Something is systematically erasing a practitioner from everyone's memory; you're the last one who still remembers them
- 55 A deal struck in your name—without your knowledge—is now being enforced
- 56 The boundary between two rival territories has shifted; both sides think the other moved it deliberately
- 61 A creature is offering information about a coming catastrophe in exchange for sanctuary—and it won't say what the catastrophe is
- 62 A magical disease is spreading through the community—it only affects people who have broken a promise
- 63 Someone is recruiting newly awakened practitioners before the community finds them; you don't know for what
- 64 An artifact central to the community's history has been stolen and replaced with a perfect mundane replica
- 65 A practitioner is being publicly accused of something by their own familiar—and the familiar can talk
- 66 The Veil is about to tear open in a very public, very visible place; you have hours and no one believes you yet
-

Magical Locations

D66	Location
11	24-hour bookshop with forbidden section in the back
12	Subway platform that only appears at midnight
13	Rooftop garden growing impossible plants
14	Underground nightclub where multiple factions meet
15	Abandoned church now serving as neutral ground
16	Coffee shop where time moves differently
21	Laundromat that launders more than clothes
22	Parking garage with portal to the Mirror City
23	Public library with restricted section on third floor that doesn't exist
24	Graffiti alley where the art is alive
25	Condemned building that's actually a safe haven
26	Bodega selling mundane goods in front, magical supplies in back
31	Cemetery that's a gathering place for ghosts
32	Art gallery displaying works from other realms
33	Bus that only picks up supernatural passengers
34	Apartment building where each floor is a different faction's territory
35	Park where ley lines intersect beneath the fountain
36	Food truck that serves sustenance for various supernatural hungers
41	Pawn shop that deals in cursed and magical objects
42	Theater where performances can alter reality
43	Construction site built over ancient portal
44	Hotel where each room leads to different realm

D66**Location**

- | | |
|----|--|
| 45 | Bridge where suicides become ghosts who can't cross |
| 46 | Tattoo parlor specializing in binding runes and protective wards |
| 51 | Record store playing music that affects emotions and magic |
| 52 | Homeless shelter run by sanctuary keeper |
| 53 | Pet store selling familiars and supernatural companions |
| 54 | Gym where supernatural beings practice controlling their powers |
| 55 | Botanical garden cultivating plants from other dimensions |
| 56 | Warehouse district with dueling grounds |
| 61 | Phone booth that connects to anywhere if you know the right number |
| 62 | Penthouse suite existing outside normal time |
| 63 | Skate park serving as meeting ground for young practitioners |
| 64 | Antique shop where objects remember their histories |
| 65 | Psychiatric hospital where some patients really do see things |
| 66 | Crossroads where deals are made and broken |

Faction Encounters**D66****Encounter**

- | | |
|----|---|
| 11 | Vampire envoy offering alliance |
| 12 | Pack member establishing boundaries |
| 13 | Fae courier delivering mysterious package |

D66**Encounter**

-
- | | |
|----|--|
| 14 | Wizard Circle apprentice seeking forbidden knowledge |
| 15 | Demon-touched warlock making a bargain |
| 16 | Teacher seeking promising student |
| 21 | Necromancer's thralls searching for something |
| 22 | Experienced practitioner offering guidance (with strings attached) |
| 23 | Ghost detective following a cold case |
| 24 | Techno-shaman hacking into magical infrastructure |
| 25 | Blood addict vampire losing control |
| 26 | Cult recruiter targeting the newly awakened |
| 31 | Reality glitch causing chaos |
| 32 | Portal guardian blocking passage |
| 33 | Memory thief stalking victim |
| 34 | Wild Hunt passing through |
| 35 | Cursed artifact guardian seeking help |
| 36 | Ley line conductor repairing damage |
| 41 | Rival practitioner seeking collaboration or competition |
| 42 | Haven keeper offering refuge and community |
| 43 | Demon making deal offer |
| 44 | Prophecy seeker demanding cooperation |
| 45 | Transformation addict in mid-change |
| 46 | Ancient one adapting to modern world |
| 51 | Between-worlds refugee seeking guidance |
| 52 | Awakened familiar rebelling |
| 53 | Veil-touched human asking dangerous questions |
| 54 | Bargain hunter collecting debt |
-

D66**Encounter**

55	Shadow stalker hunting prey
56	Grimoire merchant offering rare text
61	Soul binder attempting capture
62	Truth-seeker gathering evidence about the impossible
63	Cursed protector fulfilling obligation
64	Oracle speaking cryptic warning
65	Community elder assessing newcomers
66	Power broker arranging meeting between practitioners

Investigation Hooks**D66****Hook**

11	Missing persons all have supernatural connection
12	Strange symbols appearing throughout city
13	Ley line disruption causing magical chaos
14	Ancient artifact stolen from secure vault
15	Portal opening in unexpected location
16	Veil breach caught on social media
21	Prophecy concerning the protagonist surfaces
22	Practitioner murdered—personal grudge or magical mishap?
23	Supernatural creature terrorizing neighborhood
24	Cursed object spreading contamination
25	Memory gaps in multiple people
26	Safe haven under threat
31	Ghost unable to move on needs help
32	Transformation spreading like disease

D66**Hook**

33	Time anomalies appearing in specific area
34	Dream realm bleeding into waking world
35	Binding breaking on ancient prisoner
36	Cult activity increasing dangerously
41	Reality glitches becoming more frequent
42	Demon contract coming due
43	Fae bargain terms being fulfilled
44	Bloodline heir discovering their heritage
45	Power source corruption spreading
46	Mentor disappears leaving cryptic message
51	Rival practitioner making dangerous moves
52	Magical community divided over important issue
53	Teacher gone missing leaving cryptic warning
54	Ancient text revealing dangerous knowledge
55	Realm refugee pursued by something terrible
56	Familiar bond breaking unexpectedly
61	Soul theft ring discovered
62	Prophecy being manipulated
63	Conflict brewing between magical communities
64	True name discovered by enemy
65	Between-worlds balance threatened
66	Awakening cascade beginning

Mentor Complications**D66****Complication**

11	Mentor has hidden agenda you're just discovering
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D66**Complication**

- 12 Mentor's enemies target you to get to them
 - 13 Mentor teaching forbidden techniques without telling you the risks
 - 14 Mentor disappears mid-training, leaving cryptic final lesson
 - 15 Mentor demands increasingly dangerous tasks as "tests"
 - 16 Mentor's past mistakes come back to haunt both of you
 - 21 Mentor is losing their power or sanity
 - 22 Mentor becomes romantically interested (complicating everything)
 - 23 Mentor's teaching methods border on abusive
 - 24 Mentor owes dangerous debts you're expected to help pay
 - 25 Mentor manipulating you for their own purposes
 - 26 Mentor's rival tries to steal you as a student
 - 31 Mentor teaching you magic that's changing you in disturbing ways
 - 32 Mentor reveals they're not what they seemed
 - 33 Mentor forbids you from learning something you desperately need
 - 34 Mentor's personal crisis interferes with your training
 - 35 Mentor dying or transforming, must pass on knowledge quickly
 - 36 Mentor asks you to do something that violates your ethics
 - 41 Mentor's other students are jealous or competitive
 - 42 Mentor being blackmailed, asks for your help
-

D66**Complication**

- 43 Mentor's teaching contradicts what another mentor taught you
- 44 Mentor becomes dependent on you in unhealthy ways
- 45 Mentor hiding something about your magical nature or heritage
- 46 Mentor's methods attract dangerous attention to both of you
- 51 Mentor expected you to learn faster—disappointed and showing it
- 52 Mentor's personal demons literally manifesting
- 53 Mentor asking you to choose them over found family
- 54 Mentor revealed to have trained your nemesis
- 55 Mentor's teaching style incompatible with how you learn
- 56 Mentor becoming too controlling of your life outside magic
- 61 Mentor challenged by rival—you must represent them
- 62 Mentor's dark secret threatens to destroy their reputation
- 63 Mentor asking you to keep secrets from people you care about
- 64 Mentor tests you by staging fake crisis
- 65 Mentor's final lesson requires a sacrifice you're not ready to make
- 66 Mentor was using you all along for a purpose just revealed

Learning Complications

D66	Complication
11	Spell goes wrong in spectacularly embarrassing public way
12	Accidentally reveal your power to mundane friend or family
13	Magic addiction temptation becoming harder to resist
14	Rival student sabotages your practice or study materials
15	Grimoire contains dangerous knowledge you can't un-know
16	Your magical signature attracts unwanted supernatural attention
21	Spell backfires and hits wrong target
22	Learning this magic is changing your personality
23	The technique requires more sacrifice than you realized
24	Your natural talent makes others jealous or resentful
25	Forbidden knowledge you sought comes with curse or condition
26	Practice session damages property—need to cover it up
31	Your mundane education suffers as magic consumes your focus
32	Self-taught technique works but is wildly dangerous
33	You're learning faster than your emotional maturity can handle
34	The magic conflicts with another power you possess
35	Study materials stolen by someone who'll misuse them
36	Your questions about magic attract wrong kind of teacher

D66**Complication**

-
- 41 Magical practice site discovered by mundane authorities
- 42 Your experiments accidentally create something alive
- 43 The power you're learning has darker origin than you knew
- 44 Success at magic makes mundane life feel meaningless
- 45 Your learning style differs from traditional teaching—causes friction
- 46 Price of learning this magic: cannot unlearn it, ever
- 51 Study group dissolves due to drama or danger
- 52 You've been practicing wrong—must unlearn bad habits
- 53 Your magical research leads to discovery others want suppressed
- 54 The spell works too well—can't control the results
- 55 Learning materials written in code or language you must decipher
- 56 Your progress plateaus frustratingly—need new approach
- 61 Fellow student asks to copy from you—compromises both
- 62 The magic requires component that's illegal or immoral to obtain
- 63 Your practice wakes something that was better left sleeping
- 64 Burnout from pushing yourself too hard to learn
- 65 The knowledge comes with prophetic visions you don't want
- 66 Mastering this magic means losing part of who you were
-

Relationship Drama

D66

Drama

- | | |
|----|--|
| 11 | Found family member in immediate danger |
| 12 | Romantic partner discovers your magical nature—reacts badly |
| 13 | Bond threatened by magical consequence of your actions |
| 14 | Jealousy within teaching circle threatens group cohesion |
| 15 | Mentor/student boundaries crossed—relationship gets complicated |
| 16 | Two people you care about hate each other |
| 21 | Someone you love asks you to give up magic |
| 22 | Your secret identity discovered by wrong person |
| 23 | Romantic triangle with another practitioner |
| 24 | Found family divided over important decision |
| 25 | Someone you trusted betrays you to enemies |
| 26 | Your supernatural nature endangers someone you love |
| 31 | Former friend becomes enemy due to magical transformation |
| 32 | Romantic partner also being courted by powerful supernatural being |
| 33 | Your loyalty tested between two groups you belong to |
| 34 | Family member trying to “save” you from magic |
| 35 | Someone confesses feelings at worst possible moment |
| 36 | Your past comes back—old relationship complications resurface |

D66**Drama**

- 41 Found family member makes deal with entity you oppose
- 42 Romantic relationship threatened by prophetic vision of bad future
- 43 Someone you care about being manipulated against you
- 44 Your transformation scares people who once accepted you
- 45 Two bonds conflict—helping one means betraying other
- 46 Ex-partner returns with unfinished business
- 51 Found family questioning whether you've changed too much
- 52 Someone's love for you becomes obsessive or possessive
- 53 Your nemesis has Bond with someone you care about
- 54 Magical oath forces you to act against friend's interests
- 55 Someone dies before you could reconcile with them
- 56 Your mentor and romantic partner dislike each other intensely
- 61 Found family member revealed to be spy or traitor
- 62 Romantic partner wants commitment you can't give
- 63 Your closest ally makes unforgivable choice
- 64 Someone you care about being consumed by magic addiction
- 65 Blood family and found family at war with each other
- 66 Everyone you love in danger because of your choices

Haven Events

D66	Event
11	Haven under threat from external supernatural force
12	Regular needs your help with deeply personal problem
13	New arrival seeking refuge from dangerous pursuer
14	Haven keeper asks difficult favor that tests your ethics
15	Argument threatens to shatter haven's peaceful atmosphere
16	Someone violated haven rules—community must respond
21	Haven's wards weakening—need to restore them quickly
22	Mundane authorities investigating the location
23	Secret meeting happening—you accidentally overhear
24	Haven regular revealed to be in hiding from their past
25	Romantic connection sparked between two regulars (complications ensue)
26	Teaching session open to anyone—various skill levels clash
31	Haven temporarily closes—forcing community to scatter
32	Celebration or ritual brings everyone together
33	Newcomer doesn't understand haven etiquette—causes problems
34	Haven's neutrality tested by conflict between regulars
35	Magical object left behind—nobody claims it, what to do?
36	Haven keeper needs temporary replacement—volunteers needed

D66**Event**

- | | |
|----|---|
| 41 | Community grieving—regular died or disappeared |
| 42 | Haven regular turns out to be someone's enemy |
| 43 | Resource shortage—haven running low on magical supplies |
| 44 | Mentor teaching controversial technique—divides community opinion |
| 45 | Haven becoming too popular—losing intimate atmosphere |
| 46 | Someone abusing haven hospitality—taking advantage |
| 51 | Haven hosting mediation between conflicting parties |
| 52 | Unexpected visitor from distant magical community |
| 53 | Haven's location compromised—must relocate or defend |
| 54 | Community fundraiser or work party to maintain space |
| 55 | Newly awakened person stumbles in—needs guidance immediately |
| 56 | Haven regular has magical accident—community responds |
| 61 | Haven keeper retiring—who will take over? |
| 62 | Conflict about haven's future direction or purpose |
| 63 | Haven becomes temporary sanctuary for group on the run |
| 64 | Annual haven tradition or celebration approaching |
| 65 | Haven regular revealed as spy or infiltrator |
| 66 | Haven itself is awakening supernatural consciousness |

Identity Struggles

D66	Struggle
11	Mundane job/school interfering with magical responsibilities
12	Family discovers the truth—must decide what to tell them
13	Can't maintain both identities—one is slipping
14	Magical nature changing your personality in disturbing ways
15	Torn between magical and mundane romantic interests
16	Your supernatural heritage revealed—changes everything
21	Losing touch with mundane friends as magic consumes your life
22	Magical transformation making it hard to pass as human
23	Caught using magic by someone you can't explain it to
24	Your mundane identity being investigated
25	Supernatural community expecting you to choose a side
26	Neither world fully accepts who you are
31	Your mortal loved ones aging while you're changing
32	Prophecy about your destiny contradicts who you want to be
33	Your magical name/identity conflicts with mundane self
34	Transformation into something other than human progressing
35	You don't recognize yourself in the mirror anymore
36	Mundane life feels like exhausting pretense now

D66**Struggle**

- 41 Your supernatural nature puts mundane loved ones in danger
- 42 Expected to follow family magical tradition you reject
- 43 Your two lives colliding in explosive way
- 44 Losing memories of your pre-awakening self
- 45 Questioned by authorities about your whereabouts/activities
- 46 Your magical self and mundane self want different things
- 51 Someone from your past recognizes you've changed drastically
- 52 Your supernatural heritage comes with obligations you didn't choose
- 53 Struggling to reconcile who you were with who you're becoming
- 54 Your cover identity conflicting with your real values
- 55 Magical community pressuring you to abandon mundane life
- 56 Your true nature revealed in moment of crisis
- 61 Both identities demanding your presence at the same time
- 62 Your transformation is permanent—can't go back to who you were
- 63 Forced to choose: magic or mundane life, can't have both
- 64 Your mundane achievements seem meaningless next to magic
- 65 Everyone knows you by different name in each world

D66	Struggle
66	You've forgotten which identity is the "real" you

Magical Phenomena

D66	Phenomenon
11	Spontaneous glamour affecting entire block
12	Time loop trapping area in repeated moment
13	Gravity inversion in specific location
14	Emotions becoming visible auras
15	Shadow gaining independent will
16	Mirror showing alternate timeline
21	Dreams manifesting in physical world
22	Dead temporarily returning to life
23	All electronics becoming possessed
24	Weather responding to emotional states
25	Plant life growing impossibly fast
26	Reality fracturing into parallel versions
31	Truth compulsion affecting everyone nearby
32	Memories becoming tangible objects
33	Darkness developing sentience
34	Music causing physical transformations
35	Boundaries between realms thinning
36	Fate temporarily visible as threads
41	Pain transferring between people
42	Lies becoming visible manifestations
43	Age fluctuating randomly
44	Prayers being literally answered

D66	Phenomenon
45	Curses spreading like contagion
46	Names gaining power over bearers
51	Blood calling to blood across distances
52	Promises becoming binding contracts
53	Fear materializing as creatures
54	Hope generating light that pushes back darkness
55	Love creating protective barriers
56	Hatred manifesting as corrupting force
61	Identity becoming fluid and changeable
62	Past echoing into present
63	Future bleeding backward through time
64	Souls becoming visible to naked eye
65	Barriers between life and death weakening
66	Multiple realities overlapping simultaneously

Awakening Moments

D66	How You Discovered Magic
11	Near-death experience opened your Veil Sight permanently
12	Inherited object activated when you touched it
13	Witnessed impossible event nobody else remembers
14	Prophetic dream that came true in disturbing detail
15	Accidental spell cast during emotional crisis
16	Supernatural being revealed itself to you specifically
21	Family secret discovered in hidden documents or spaces
22	Attacked by magical creature—fought back instinctively

D66**How You Discovered Magic**

- 23 Stumbled through portal and returned changed
- 24 Dying relative confessed truth with final breath
- 25 Mysterious stranger appeared to warn or teach you
- 26 Childhood “imaginary friend” revealed to be real and magical
- 31 Scientific experiment went wrong in supernatural way
- 32 Eclipse, blood moon, or celestial event triggered transformation
- 33 Someone you loved died and you brought them back briefly
- 34 Drug experience showed you truth that didn’t fade
- 35 Ancient place responded to your presence
- 36 Ritual you thought was pretend actually worked
- 41 Saved someone’s life and they revealed the magical world
- 42 Your reflection moved independently—gateway opened
- 43 Bloodline magic activated on specific birthday
- 44 Place you’d been before suddenly showed its true nature
- 45 Someone tried to erase your memory—it didn’t work
- 46 Your art/music/writing manifested something real
- 51 Haunted by ghost who taught you to see through Veil
- 52 Medical procedure or accident changed your perception
- 53 Answered question nobody else could hear being asked
- 54 Found grimoire that spoke directly to you
- 55 Bargain made in desperation—then honored by something real
- 56 Your shadow started acting independently

D66**How You Discovered Magic**

- 61 Recognized another practitioner instinctively
- 62 Place of worship revealed its true supernatural nature
- 63 Your name spoken by stranger carried magical weight
- 64 Inherited condition or “illness” revealed as magical nature
- 65 Parallel timeline bled through—you remember both versions
- 66 You’ve always known—only now admitting it to yourself

Mundane Complications**D66****Real-World Problems**

- 11 Boss demanding explanation for mysterious absences
- 12 Rent due and magical work doesn’t pay mundane bills
- 13 Family planning intervention for your “strange behavior”
- 14 Friend or partner feeling neglected—relationship strained
- 15 Grades or work performance declining noticeably
- 16 Mundane authorities investigating your activities
- 21 Can’t explain injuries or exhaustion to concerned loved ones
- 22 Technology you depend on malfunctioning from magical exposure
- 23 Missing important mundane event due to magical emergency
- 24 Someone close getting suspicious of your secrets
- 25 Financial crisis—need money for both mundane and magical needs

D66**Real-World Problems**

- 26 Health issues from magical exertion affecting daily life
- 31 Legal problems from unexplained situation
- 32 Housing instability—need new place that accommodates magic
- 33 Mundane job conflicts with magical ethics or schedule
- 34 Family pressuring you about life choices you can't explain
- 35 Insurance or medical questions you can't answer honestly
- 36 Mundane relationship suffering from magical preoccupation
- 41 Transportation issues—car broken, can't explain why
- 42 Sleep deprivation affecting everything in mundane life
- 43 Professional reputation damaged by mysterious circumstances
- 44 Friend wanting to help but you can't let them
- 45 Mundane emergency interrupting magical crisis
- 46 Identity documents or records being questioned
- 51 Apartment or house showing signs of magical activity
- 52 Neighbors complaining about strange occurrences
- 53 Need mundane cover story for magical situation—quickly
- 54 Doctor wants tests for symptoms that are magical in origin
- 55 Can't be in two places at once but both need you
- 56 Mundane friend in crisis—can't use magic to help
- 61 Lease or employment contract you can't fulfill normally

D66 Real-World Problems

- 62 Background check revealing gaps you can't explain
- 63 Mundane obligation clashing with magical training
- 64 Someone photographed or recorded something compromising
- 65 Therapist or counselor asking uncomfortable questions
- 66 Everyday life feels like elaborate lie—taking psychological toll

Magical Jobs and Gigs

D66 Ways Practitioners Make Money

- 11 Warding homes and businesses against supernatural threats
- 12 Finding lost objects or people through divination
- 13 Brewing potions or crafting charms for other practitioners
- 14 Supernatural pest control—dealing with minor entities
- 15 Teaching magic to newly awakened for fee
- 16 Consulting for mundanes who suspect supernatural activity
- 21 Translating or researching obscure magical texts
- 22 Mediumship—connecting living with dead
- 23 Enchanting objects for practical or aesthetic purposes
- 24 Bodyguard work for vulnerable practitioners
- 25 Collecting rare ingredients from dangerous locations
- 26 Curse removal or hex breaking services
- 31 Supernatural investigation—finding truth through magic

D66 Ways Practitioners Make Money

- 32 Portal guide—safely navigating between realms
- 33 Memory alteration or restoration for those who need it
- 34 Magical therapy or counseling for practitioners
- 35 Artifact appraisal and authentication
- 36 Creating false identities with magical backing
- 41 Healing that modern medicine can't provide
- 42 Dreamwalking for information gathering or therapy
- 43 Binding or summoning entities for clients
- 44 Supernatural matchmaking or relationship counseling
- 45 Ley line maintenance and energy work
- 46 Magical security system installation
- 51 Ghostwriting grimoires or magical instruction manuals
- 52 Prophecy interpretation and future consultation
- 53 Ritual performance for life events or transitions
- 54 Magical item repair or restoration
- 55 Underground magical marketplace dealing
- 56 Spirit negotiation and conflict resolution
- 61 Magical courier—delivering things mundanes can't touch
- 62 Supernatural event planning
- 63 Teaching mundane skills to long-lived beings
- 64 Haven maintenance and ward renewal
- 65 Serving as witness or oath-holder for magical contracts
- 66 Whatever needs doing that day—magical odd jobs

Community Tensions

D66

Sources of Conflict

-
- 11 Old practitioners vs newly awakened over changing traditions
 - 12 Disagreement over helping mundanes vs maintaining separation
 - 13 Different philosophies about ethical magic use clashing
 - 14 Resource scarcity creating competition between practitioners
 - 15 Generational conflict—young rejecting old ways
 - 16 Species/type prejudice still affecting community dynamics
 - 21 Debate over using modern technology with traditional magic
 - 22 Power imbalance—some have more access to knowledge than others
 - 23 Territorial disputes over locations or ley lines
 - 24 Different groups' rules and taboos conflicting
 - 25 Self-taught practitioners vs tradition-trained
 - 26 Disagreement about responding to Veil breaches
 - 31 Cultural appropriation concerns within magical practices
 - 32 Wealth disparity—rich practitioners vs struggling ones
 - 33 Romantic drama creating factional divisions
 - 34 Mentor's students competing for attention and advancement
 - 35 Political views carrying over into magical community
 - 36 Someone's past actions causing ongoing resentment
-

D66**Sources of Conflict**

- 41 New haven threatening established one's community
- 42 Disagreement over accepting dangerous or dark practitioners
- 43 Teaching methods debate—safety vs effectiveness
- 44 Some wanting leadership structure, others preferring autonomy
- 45 Conflict over sharing knowledge vs keeping secrets
- 46 Mixed feelings about working with specific entity types
- 51 Debt or obligation creating complicated dynamics
- 52 Someone's Nemesis being another person's ally
- 53 Disagreement about intervening in mundane world events
- 54 Different survival strategies during dangerous times
- 55 Gossip and rumor undermining community trust
- 56 Competition for limited spots in teaching programs
- 61 Philosophical split about magic's purpose and use
- 62 Power struggle over haven direction or resources
- 63 Integration question—how much mundane life to maintain
- 64 Justice question—how to handle community member's wrongdoing
- 65 Disagreement about children learning magic young vs protecting them
- 66 External threat creating internal blame and suspicion

Discovery Moments

D66 Learning Something New About Magic

- 11 Your “frailty” is actually a magical gift misunderstood
- 12 The entity you summoned is not what you thought it was
- 13 Location you frequent sits on major ley line junction
- 14 Your mentor has been lying about something important
- 15 Spell you use regularly has dangerous side effect
- 16 You possess rare magical ability nobody mentioned
- 21 The Veil is weakening faster than anyone admits
- 22 Your family magical history is different than you were told
- 23 Common magical practice actually causes harm
- 24 Portal you use regularly goes somewhere new
- 25 Your awakening was triggered deliberately by someone
- 26 Magical community secret revealed—changes everything
- 31 Price of your favorite spell is more than you knew
- 32 Someone you trusted is working against you
- 33 Your Nemesis has personal reason you just learned
- 34 Ancient prophecy specifically mentions you or your bloodline
- 35 The “rules” you learned are not actually universal
- 36 Your natural talent comes with inherited obligation
- 41 Multiple types of magic exist beyond what you learned
- 42 The haven you frequent has deeper purpose
- 43 Your mundane friend can partially see through Veil
- 44 Transformation you’re experiencing is irreversible
- 45 Entity you dismissed as myth is actually real

D66 Learning Something New About Magic

- 46 Your magic works differently than anyone else's
- 51 Past life memories surfacing—you've done this before
- 52 Your "imaginary" childhood memories were real
- 53 Someone's been watching/protecting you for years
- 54 The Price you paid is still accumulating
- 55 You're connected to someone powerful you've never met
- 56 Your true nature is not what you thought
- 61 Grimoire you use is sentient and has agenda
- 62 Your power comes from source that troubles you
- 63 You're prophesied to do something terrible or wonderful
- 64 The reason you awakened is not random
- 65 You have sibling/relative in magical world you didn't know
- 66 Everything you thought you knew is incomplete or wrong

Power Manifestations

D66 How Magic Shows Itself

- 11 Temperature drops dramatically when you use power
- 12 Your eyes change color during spellcasting
- 13 Electronics fail or glitch in your presence
- 14 You leave magical signature visible to other practitioners
- 15 Your shadow moves independently while casting
- 16 Audible hum or frequency change when power flows
- 21 You glow faintly in darkness after using magic
- 22 Your voice takes on harmonic or echoic quality

D66**How Magic Shows Itself**

- | | |
|----|---|
| 23 | Small objects around you levitate slightly |
| 24 | Your breath becomes visible regardless of temperature |
| 25 | Mirrors show your true nature while casting |
| 26 | You smell like ozone, petrichor, or other distinctive scent |
| 31 | Your hands shimmer with visible energy |
| 32 | Animals react strongly to your presence |
| 33 | You cast no shadow while actively using magic |
| 34 | Your reflection lags behind your movements |
| 35 | You hear music or tones nobody else perceives |
| 36 | Your magical marks or tattoos glow when power flows |
| 41 | Time perception shifts—moments feel longer or shorter |
| 42 | You see double—magical and mundane worlds overlaid |
| 43 | Your hair moves in absent wind while casting |
| 44 | You feel significantly lighter or heavier |
| 45 | Colors intensify or shift in your vision |
| 46 | You taste copper, honey, or ash when using power |
| 51 | Your pulse becomes audible to others nearby |
| 52 | You briefly see threads connecting all things |
| 53 | Your touch leaves temporary luminescent traces |
| 54 | You feel others' emotions as physical sensations |
| 55 | Your blood glows if drawn while magic is active |
| 56 | You project brief afterimages or doubled outlines |
| 61 | Reality seems to pixelate or glitch around you |
| 62 | You hear whispers in languages you don't know |
| 63 | Your heartbeat synchronizes with ley line pulses |
| 64 | You see true names written on people temporarily |

D66 How Magic Shows Itself

- | | |
|----|--|
| 65 | Your body becomes partially translucent |
| 66 | Multiple versions of possible futures flash before you |

NPC Personalities & Quirks

D66	Trait
-----	-------

- | | |
|----|--|
| 11 | Speaks in careful, measured sentences—chooses every word deliberately |
| 12 | Laughs too easily, too loud; you suspect it's a shield |
| 13 | Never sits with their back to the door |
| 14 | Refers to their magic in third person: "the gift doesn't like crowds" |
| 15 | Collects mundane tchotchkes with sentimental magical significance |
| 16 | Tells the truth but never the whole truth |
| 21 | Perpetually exhausted, perpetually showing up anyway |
| 22 | Asks a question, then answers it themselves before you can |
| 23 | Flinches at sudden sounds; has learned to cover it quickly |
| 24 | Uses cooking as a coping mechanism—always bringing food to difficult talks |
| 25 | Deeply loyal to people, deeply skeptical of institutions |
| 26 | Checks their phone obsessively, never explains why |
| 31 | Has a tell when they're lying—touches the back of their neck |
| 32 | Deflects with dark humor when things get emotionally serious |

D66**Trait**

-
- 33 Keeps meticulous handwritten notes about everyone they meet
- 34 Apologizes too much; working on it
- 35 Deeply superstitious even by magical community standards
- 36 Has a different name for every community they move through
- 41 Dresses like nothing matters, thinks about it more than they admit
- 42 Cannot resist correcting magical misinformation, even at bad moments
- 43 Has a mentor they quote constantly; the mentor is long dead
- 44 Physically restless—always touching things, pacing, fidgeting
- 45 Radiates calm in crisis; falls apart completely in quiet moments
- 46 Has a practiced “mundane face” that doesn’t quite fit
- 51 Gives everyone a nickname they didn’t ask for
- 52 Disappears for days then reappears as if nothing happened
- 53 Has strong opinions about the ethics of magic but rarely acts on them
- 54 Genuinely kind, which makes them dangerous to underestimate
- 55 Carries something from everyone they’ve lost
- 56 Overshares personal history, guards actual secrets perfectly
-

D66**Trait**

-
- 61 Makes promises carefully; considers them magically binding
- 62 Has survived something they don't talk about—and it shows
- 63 Treats magic with near-religious reverence; gets angry when others don't
- 64 Deeply funny, deeply sad; the two are inseparable
- 65 Keeps their plans to themselves until the last possible moment
- 66 Has been someone else's mentor too many times; still can't say no

Magical Artifacts & Their Histories**D66****Artifact**

-
- 11 A wristwatch that runs backward when near the dying—still accurate
- 12 Lipstick that compels whoever wears it to speak only desires
- 13 A coffee mug that keeps liquid at the exact temperature of the last person who loved you
- 14 Polaroid camera—developed photos show what was really in the room
- 15 A library card that grants access to sections of any library that don't exist
- 16 Fountain pen that writes in the reader's blood if the text contains a lie
- 21 Earbuds that let you hear what's being said about you within a mile
-

D66**Artifact**

- 22 A houseplant that thrives on emotional pain and predicts conflict
- 23 Sunglasses that filter out glammers—everything fae appears as bone
- 24 A vinyl record with no label that plays differently for every listener
- 25 Brass key that opens any lock—but only once per lock, and never yours
- 26 A journal that writes the previous owner's experiences if left open overnight
- 31 Lighter that produces flame only when the holder believes the cause is just
- 32 Deck of cards where the face cards are always watching
- 33 A snow globe containing a city that exists somewhere—you just don't know where
- 34 Coat that makes the wearer unnoticeable—not invisible, simply overlooked
- 35 Old phone that receives calls from the dead on anniversaries
- 36 Compass that points toward what you need most, not what you want
- 41 A sewing kit whose thread, once used, creates unbreakable bonds
- 42 Ceramic mug that cracks if the person drinking from it intends harm
- 43 A mirror shard that shows your reflection as you were before you awakened

44 Coin that always lands heads—except once, at the worst possible moment

45 A city transit card that takes you somewhere you didn't intend to go, where you needed to be

46 Notebook where crossed-out words still haunt the margins at night

51 Pocket knife that only draws blood from those who have broken an oath

52 A music box that soothes supernatural creatures into temporary docility

53 Pair of shoes that walk the path you'd take if you weren't afraid

54 An umbrella that protects against misfortune as well as rain

55 Frame without a painting—what you see in it tells you what you're afraid of

56 Set of keys to doors that no longer exist

61 A candle that cannot be extinguished and slowly burns away what surrounds it

62 Dice that always roll what the roller secretly hopes for

63 An old photograph that gains new figures as you learn new secrets

64 Gloves that let you feel the history of anything you touch

65 A bookmark that marks the page you most need to read in any book

66 Cracked phone screen that shows texts from a number that doesn't exist

Other Realms

D66

What You Find Beyond the Veil

- 11 The Mirror City: identical streets, reversed—your reflection walks here without you
- 12 A subway system with no terminus, its riders having forgotten they were going somewhere
- 13 The Borderlands: marshland between realities where time pools unevenly
- 14 A library containing every book ever burned
- 15 The Deep Dream: a shared unconscious where dreamers occasionally meet
- 16 A city of perfect summer evening, endlessly 7pm, where nothing is ever resolved
- 21 A train station serving routes between moments rather than places
- 22 The Underneath: the city's shadow-self, built from what was demolished or forgotten
- 23 A forest growing inside a decommissioned airport hangar, impossibly vast
- 24 The In-Between: a fog where all the world's mislaid objects slowly drift
- 25 A market district with no sky, traders offering things that cannot be bought with money
- 26 A tower with infinite floors, each floor a version of the same apartment
- 31 The Quiet: a realm of near-silence where emotions have physical weight
- 32 The Eldest Roads: ley lines you can walk on, leading to places that predate cities

D66**What You Find Beyond the Veil**

- 33 A coastal town where everyone knows you from a life you didn't live
- 34 A ballroom eternally mid-party, the music always just ending
- 35 The Echo Chamber: a place where past events replay in fragments
- 36 A river that runs through the walls of every building, visible only to those who have grieved
- 41 A greenhouse nurturing extinct species from multiple worlds
- 42 The Fold: a crease in space where two moments overlap—step carefully
- 43 A city neighbourhood that exists only between 3 and 4am
- 44 The Place Without Names: entities here cannot be summoned or bound
- 45 A rooftop garden floating above a city that no longer matches any real skyline
- 46 The Residue: a realm made entirely of things people have tried to forget
- 51 An archive staffed by beings who remember everything that was ever promised
- 52 A familiar street where every door opens onto something different each time
- 53 A half-built realm—scaffolding everywhere, no workers, something being constructed
- 54 The Wound: a recent breach that tore a hole between realms, still raw
-

D66 What You Find Beyond the Veil

- 55 A courtroom where every case tried is a case against yourself
- 56 A realm where your Nemesis has already won—a warning, a possibility
- 61 The Long Shore: a beach where the tide brings in what was lost, not what was thrown
- 62 A version of your own home from before you awakened, perfectly preserved
- 63 A city where every inhabitant is a version of someone you know
- 64 The Thread Room: fate is visible here as a dense web, and some strands are cut
- 65 A hospital treating wounds that have no mundane name
- 66 The Source: something immense, patient, and aware; it has noticed you first

Urban Legends & Rumors

D66 What's Being Whispered at the Haven

- 11 A portal opened inside a hospital last week—three staff saw what came through
- 12 Someone's been harvesting ley line energy under the new development project
- 13 There's a practitioner who can erase magical memories; someone's hiring them
- 14 The haven two districts over went dark overnight—nobody knows why
- 15 A Fae bargain from 1923 is coming due and the city is collateral

D66 What's Being Whispered at the Haven

- 16 Someone found a grimoire written in a language nobody recognizes—even the old ones
- 21 The city's oldest vampire has gone into hiding; that's never a good sign
- 22 A new awakening wave is building—too many new practitioners, too fast
- 23 Someone is stealing true names and selling them to the highest bidder
- 24 There's a faction nobody's heard of operating in the transit system
- 25 A ghost army is assembling beneath the old cemetery; they're waiting for orders
- 26 The Veil is measurably thinner this season; instruments confirm it
- 31 A practitioner died of impossible old age in their thirties—magic drained completely
- 32 Someone is binding minor spirits into mundane electronics and selling them online
- 33 A mundane journalist has a file that's uncomfortably accurate
- 34 The crossroads on Fifth and Hollow has been changing the terms of deals made there
- 35 Three separate practitioners dreamed the same dream last Tuesday
- 36 A child born without magic in a fully magical bloodline; the family is panicking
- 41 The underground market has a new vendor nobody can get information on

D66 What's Being Whispered at the Haven

42 A werewolf pack dissolved overnight—every member
claiming they felt the bond snap

43 Something old woke up under the river when they built
the new bridge

44 A local politician is making decisions that track perfectly
with old Fae law

45 Someone figured out how to bind a ghost to a social
media account

46 A haven keeper turned someone away last month; now
they won't say who

51 The price of magical components has tripled—supply is
disappearing

52 A mentor in the eastern district took five students; none
of them are reachable

53 There's a place in the subway where time runs sideways
—has been there for months

54 Someone is awakening sleepers deliberately; there's a
method and a motive

55 The old accords between the packs and the Courts have
technically expired

56 A death two months ago that everyone accepted is
being quietly re-examined

61 A familiar has gone rogue and taken its master's entire
grimoire

62 The teaching circle on Marsh Street is producing practi-
tioners faster than possible

63 There's a mundane who can't be made to forget—every
erasure slides off them

D66 What's Being Whispered at the Haven

- 64 Someone is collecting promises—not bargains, just promises—and hoarding them
- 65 An ancient one has started attending mundane city council meetings
- 66 The prophecy everyone dismissed as metaphor is turning out to be literal

Antagonist Motivations

D66 What Drives Your Enemy

- 11 They were abandoned by the same community that now protects you
- 12 They are trying to save someone; everything else is acceptable cost
- 13 They believe the Veil is a cage and they're opening the door
- 14 Power is the only safety they've ever known—they're terrified without it
- 15 They were you, once; they made a different choice at the same crossroads
- 16 Grief has curdled into something they no longer recognize as grief
- 21 They represent a faction's interests and have no personal grievance—yet
- 22 They are fulfilling an oath they cannot break and do not want to keep
- 23 They genuinely believe they're the hero of this story
- 24 They're trying to prevent a catastrophe nobody believes is coming

D66**What Drives Your Enemy**

- 25 Someone they love is being used as leverage against them
- 26 They want to be caught—but only after they've finished
- 31 They were promised something that was never delivered; now they're collecting
- 32 They're running out of time and desperation is making them dangerous
- 33 Old ideology they've never examined, inherited from a mentor long dead
- 34 They want what you have—your connections, your potential, your Bonds
- 35 They're not wrong about the problem; they're catastrophically wrong about the solution
- 36 Shame at what they've already done drives them to go further
- 41 They are protecting the community by targeting you—in their view
- 42 They're addicted to a power source that requires this of them
- 43 Someone manipulated them into this position years ago; they don't know
- 44 They want recognition and have given up on earning it
- 45 They're following instructions from something you haven't identified yet
- 46 They're cleaning up a mess they didn't make but feel responsible for
- 51 They loved someone who is now your ally—that's the whole of it

D66**What Drives Your Enemy**

- 52 They want the Veil gone because it's been used to hide crimes
- 53 They are testing you; the test has gone further than they intended
- 54 They don't want to win—they want you to understand why they had to try
- 55 They're afraid of what you'll become if they don't stop you now
- 56 Old debt to something ancient, patient, and indifferent to human costs
- 61 They are simply someone with too much power and too little reason to stop
- 62 They want to burn down the magical community's hierarchies—you're in the way
- 63 They are trying to undo something you did, or something done to them
- 64 They've seen a future where you're the catastrophe
- 65 They've lost their Bonds one by one; now they have nothing to lose
- 66 They were once trying to protect you—and something went terribly wrong

Scene Atmosphere**D66****Sensory & Mood Details**

- 11 3am silence broken only by a single distant siren
- 12 Fluorescent lights humming just slightly too loud
- 13 Rain on a window that shouldn't face outside

D66**Sensory & Mood Details**

- 14 The particular smell of old books and candle wax underneath fresh coffee
- 15 A space that is clearly lived-in but contains no personal photographs
- 16 Warm light that makes everyone's face look kinder than they might be
- 21 The sound of a party one floor up, muffled and unknowable
- 22 A city street at dusk, half mundane half something else entirely
- 23 The cold that comes with presence, not temperature
- 24 Smoke without fire—something was just ended here
- 25 A garden gone wild inside a warded building, thriving against all reason
- 26 Chalk marks on concrete so old they might be original to the structure
- 31 The particular exhaustion of a haven after an emergency
- 32 Dead electronics—every screen dark, every clock stopped at the same time
- 33 Two conversations happening in the same room that nobody intends to mix
- 34 Everything too clean; someone prepared this space very recently
- 35 Subway ambient noise seeping up through the floor even three stories up
- 36 The quality of light that happens when a storm breaks—wrong color, electric
-

D66**Sensory & Mood Details**

- 41 A kitchen being used as a sanctuary: food, warmth, people not talking
- 42 The sound of a city going about its day, indifferent to what's happening here
- 43 An object on the floor that nobody is acknowledging
- 44 Moonlight behaving differently than it should in this space
- 45 The moment between argument and silence, stretched out too long
- 46 Candles at the end of their burn, wax cooling, light going amber
- 51 A door slightly open that everyone is treating as closed
- 52 Warmth from a fireplace in a building that shouldn't have one
- 53 The smell of petrichor inside, though it hasn't rained in days
- 54 Graffiti that is just slightly different each time you look at it
- 55 The restless quiet of a haven emptied by fear
- 56 A window showing a neighborhood that doesn't correspond to where you are
- 61 Music from no source, low enough to almost be imagined
- 62 The texture of a place that has hosted too much grief
- 63 Everything is the same as before—that's what's wrong
- 64 A basement or rooftop: the city inverted, seen from the wrong end
-

D66**Sensory & Mood Details**

65 Two people leaving space between them that they haven't explained

66 The precise moment when you realize the place is watching you back

Dream & Vision Content**D66 What the Prophecy, Dream, or Divination Shows**

11 A door in a wall you know well that has never been there

12 Someone's face you don't recognize—but they know yours

13 Your hands doing something you don't remember choosing

14 A location you've never visited, shown in enough detail to find

15 A conversation you already had, replayed with different words

16 Something broken that used to be whole; you don't know what it was

21 A figure standing at a crossroads, facing away from you, waiting

22 Text you can almost read; you wake up with a single word

23 The moment before something important that you keep waking before it

24 A mirror showing two reflections where there should be one

25 Something vast and patient, looking at something smaller than you

D66 What the Prophecy, Dream, or Divination Shows

- 26 A map of somewhere real, one detail wrong in a way that matters
- 31 A person you love in a situation they have not told you about
- 32 Your own voice telling you something you don't believe
- 33 A color that doesn't exist in the waking world, and what it means
- 34 A ritual, completed or in progress—you can see the shape but not the purpose
- 35 A crowd that parts for something you cannot see coming
- 36 A door closing—you don't know if you're inside or outside
- 41 Thread—the kind that connects people—tangled badly around one specific person
- 42 A clock at a time that means something; you haven't figured out what yet
- 43 Something that shouldn't be where it is, and the wrongness is the message
- 44 A scene playing twice—the second time, one thing has changed
- 45 Your Nemesis doing something that looks like grief
- 46 A key and a locked thing—neither is what it appears to be
- 51 An ending shown without a beginning—you don't know how you got there
- 52 A child that may be you, before everything changed
-

D66 What the Prophecy, Dream, or Divination Shows

- 53 A place you visit regularly, empty of everyone who should be there
- 54 Yourself, making a choice—you can't tell if it's warning or instruction
- 55 Something growing from ground that should not support it, slowly
- 56 The moment the Veil tears, and what's on the other side seeing through
- 61 A name written in light; you remember it for exactly three seconds
- 62 Every path forward, briefly visible—all of them cost something
- 63 A reunion you want but haven't admitted you want
- 64 Someone's last moment—you don't know whose, or when
- 65 The center of something; you've been circling it without knowing
- 66 Nothing—but the absence has a shape, and the shape is familiar

Supernatural Creature Features

D66 What Makes It Uncanny

- 11 Eyes that reflect light wrong—not like animals, like old screens
- 12 It speaks in your voice when it thinks you're not listening
- 13 Leaves no footprints but moves through mud
- 14 Its shadow doesn't match its shape or position

D66**What Makes It Uncanny**

- 15 Appears in your peripheral vision; looks directly at you
head-on
- 16 Smells like rain, ozone, or something you loved as a child
- 21 Makes no sound while moving but can't stop making
sound while still
- 22 Its features shift when you try to describe them to some-
one else
- 23 Animals won't acknowledge its presence—not fear, sim-
ply non-recognition
- 24 It knows your name; it will not tell you how
- 25 Every mundane camera produces static in its vicinity
- 26 Its voice has a harmonic underneath that your body
hears before your ears do
- 31 It ages in reverse over the course of an encounter
- 32 The temperature around it is always exactly wrong for
the season
- 33 It finishes your sentences—always correctly
- 34 Plants lean away from it; it hasn't noticed
- 35 Its wounds close, but slowly, and it watches you notice
- 36 It mirrors your posture with a half-second delay
- 41 Its reflection in water shows something that happened
here long ago
- 42 It is entirely plausible until one detail, which is wrong in
a way hard to name
- 43 Children stare at it; adults look away; it prefers the chil-
dren
- 44 It blinks infrequently, but exactly when you do

D66**What Makes It Uncanny**

- 45 Its mouth moves slightly before sound comes out—
slightly too much
- 46 It expresses emotions that don't match the face it's
using to express them
- 51 It knows what you most recently lost and mentions it
conversationally
- 52 Its outline blurs when it moves quickly, as if the world
hasn't caught up
- 53 Insects near it behave strangely—not fleeing, attending
- 54 It casts two shadows in single-source light
- 55 It ages everyone's food and drink nearby by exactly three
days
- 56 It smiles at the wrong moments with complete sincerity
- 61 It can only be seen clearly when you're not trying to look
at it
- 62 It makes you feel you've met before; you haven't, but
something has
- 63 Mundanes nearby begin to agree with whatever it most
recently said
- 64 Its voice doesn't echo in spaces where everything else
does
- 65 It knows which of your Bonds are weakest; it has not said
so yet
- 66 Being near it too long makes you feel you are also not
quite real

Complications During Magical Travel

D66 What Goes Wrong (or Strange) in Transit

- 11 You arrive at the right place, wrong moment—hours earlier or later than intended
- 12 The portal closes before everyone is through
- 13 You exit somewhere adjacent to your destination—close but wrong
- 14 Something follows you through and you don't notice immediately
- 15 The ley line pulses wrong—you feel it in your teeth, your magic stutters
- 16 You arrive with someone else's memory layered briefly over your own
- 21 A passenger—something small, quiet, and uninvited is now with you
- 22 The portal requires something you didn't know you'd need to give
- 23 In-transit, you see something about the route you weren't meant to see
- 24 The destination has changed since the last time this route was used
- 25 Arrival is correct—but you're physically wrong in a small, specific way
- 26 The return route is no longer where you left it
- 31 Time passed differently; what felt like minutes was hours in both worlds
- 32 The crossing stripped something minor—a memory, a small ability, a name

D66 What Goes Wrong (or Strange) in Transit

- 33 You arrive with the emotional residue of everyone who used this route before
- 34 The portal has a guardian this time; last time there wasn't one
- 35 Something from the other realm has taken an interest in where you've been
- 36 The ley line deposits you at a node you didn't choose—and you can feel why
- 41 You become briefly visible on both sides simultaneously
- 42 Your magical signature is louder than usual on the other side
- 43 Something in transit tried to communicate—you're not sure it succeeded
- 44 The crossing leaves a trace others can follow if they're looking
- 45 You exit in the right place, but from the wrong direction—you came from somewhere first
- 46 The portal will work once more, then seal—permanently
- 51 Another traveler is using the same route right now; you overlap briefly
- 52 You arrive with something that wasn't yours when you left
- 53 The route passes through somewhere it shouldn't—briefly, terribly
- 54 Arrival is physically disorienting; magic feels sideways for the next scene
- 55 The destination has wards that weren't there before; someone is expecting visitors

- D66 **What Goes Wrong (or Strange) in Transit**
-
- 56 Something on the other side touched the portal from
their side while you were in it
- 61 You arrive—but part of your intent didn't, and the magic
reflects that
- 62 The crossing cost Luck with no roll—the route is becom-
ing dangerous
- 63 A second portal opened at the same moment nearby;
you don't know where it goes
- 64 You emerged on the wrong side of the Veil—mundanes
could have seen you
- 65 The ley line shows you a memory from when it was first
laid, centuries ago
- 66 You arrive at the right place, right time—but so does your
Nemesis

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Bind	Sum- mon	Ban- ish	Trans- form	Reveal	Con- ceal
2	Breach	Ward	Curse	Bless	Hunt	Pro- tect
3	Chan- nel	Cross	An- chor	Sever	Awaken	Seal
4	Bar- gain	Steal	Re- turn	Merge	Split	Guide
5	Feed	Cor- rupt	Purify	Track	Es- cape	Trap

Verbs	1	2	3	4	5	6
6	Break	Mend	Read	Erase	Mark	Claim

Adjectives

Adjectives	1	2	3	4	5	6
1	Hidden	Forbidden	Ancient	Corrupted	Sacred	Cursed
2	Bleeding	Fractured	Bound	Wild	Stolen	Twisted
3	Awakening	Fading	Eternal	Temporal	Spectral	Material
4	Veiled	Revealed	Powerful	Broken	Whole	Between
5	Desperate	Hunted	Protected	Marked	Pure	Tainted
6	Forgotten	Prophetic	Mundane	Magical	Living	Dying

Nouns

Nouns	1	2	3	4	5	6
1	Portal	Contract	Memory	Shadow	Blood	Name
2	Truth	Lie	Bargain	Debt	Promise	Curse
3	Realm	Veil	Crossing	Haven	Territory	Boundary

Nouns	1	2	3	4	5	6
4	Power	Price	Gift	Burden	Legacy	Secret
5	Vision	Dream	Nightmare	Hope	Fear	Love
6	Soul	Essence	Identity	Mask	Reflection	Echo

Appendix: Inspirational Media

TV Series (Primary Inspiration)

- **The Magicians** - Magic school for adults, depression and identity struggles, found family, learning through practice and failure, messy relationships, wonder mixed with personal darkness
- **Lost Girl** - Protagonist rejects faction politics, The Dal as community haven, chosen family over blood, supernatural detective stories, identity and belonging, romantic drama intertwined with magical conflict

Books

- **The Magicians** trilogy by Lev Grossman - Magic school meets quarter-life crisis, depression and power, growing up magical
- **A Deadly Education** by Naomi Novik - Magic school as survival, found family, learning under pressure
- **Ninth House** by Leigh Bardugo - Secret magical societies, trauma and power, contemporary magic in academic setting
- *The Dresden Files* series by Jim Butcher - Urban wizard detective, magical community politics, personal relationships

- *Rivers of London* series by Ben Aaronovitch - Learning magic through apprenticeship, London magical community, balancing mundane police work with supernatural
- *October Daye* series by Seanan McGuire - Fae politics, found family, identity between worlds
- *American Gods* by Neil Gaiman - Modern world hiding ancient powers, belief and magic
- *Neverwhere* by Neil Gaiman - London Below, discovering hidden magical world
- *The Hollows* series by Kim Harrison - Supernatural community integration, personal relationships as strength
- *Kate Daniels* series by Ilona Andrews - Urban magic, found family, mercenary work

TV Series (Additional)

- *Buffy the Vampire Slayer* - Chosen one rejecting destiny, found family, high school/college supernatural drama
- *Being Human* (UK and US) - Supernatural beings trying to live normal lives, roommate found family
- *Lucifer* - Supernatural detective work, personal relationships, identity questions
- *Shadow and Bone* - Magic school elements, found family, power and corruption
- *Supernatural* (early seasons) - Brothers as found family, learning hunting trade, personal drama
- *Chilling Adventures of Sabrina* - Magic school, dual identity struggles, chosen family

Films

- *The Craft* - Teen witches, power and consequences, friendship and betrayal

- *Constantine* - Urban magic, personal demons, navigating supernatural politics
- *Practical Magic* - Family magic, love and curses, acceptance of supernatural nature
- *The Covenant* - Young magic users, found family, power addiction

Comics/Graphic Novels

- *The Sandman* by Neil Gaiman - Dreams and reality, found family among Endless, personal relationships
- *Lumberjanes* - Young magic users, found family, discovery and growth
- *The Wicked + The Divine* - Modern gods, identity and transformation, community and conflict
- *Monstress* - Complex magic system, personal power and cost, relationships drive plot

Games

- *Urban Shadows* - Urban fantasy RPG emphasizing political debts and personal drama
- *Monster of the Week* - Supernatural investigation with relationship drama
- *Monsterhearts* - Teenage supernatural beings, identity and desire

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Loner: Urban Fantasy

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