



Daggersworn

A GM Emulator for Soloplay and Coop

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by Daniel Mensinga

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Chapter 1 - Why Play Daggerheart Solo

There are many reasons why you want to play a game by yourself. Whether you are having trouble finding a group, want to experiment with certain elements of worldbuilding or are looking for a new creative outlet, the reasons are for you decide. The question is...

Is Daggerheart the right game for you?

Critical Success	Yes, and	At its core Daggerheart is a game with a narrative focus using elements from games that are Powered by the Apocalypse (or PbtA). What these games have in common is that there is no real failure but degrees of success. Games that are more mechanically focused like DnD basically offer 2 options: failure and success (normal and critical). Through Daggerhearts unique Hope and Fear mechanic we essentially get 5 levels of success: Using these prompts not only mechanically but also narratively means that every action has meaningful consequences beyond simple success and failure. This doesn't make it better or worse than other games, it just offers a different playing experience. However, I will say that I find playing these styles of games solo a little bit easier because the action naturally drives the story which is lightens the burden of coming up with consequences.
Success	Yes	
Success with Fear	Yes, but...	
Failure with Hope	No, but...	
Failure with Fear	No, and...	

Managing Expectations

Playing an RPG Solo is, in my opinion, a fundamentally different experience from playing with a group. Understanding this difference is crucial to managing your expectations and getting the most out of your gaming experience.

When playing in a group, the Gamemaster and the players bounce ideas off of each other and create a story together as a collaborative experience. You can rely on others for inspiration and share the "creative burden".

When playing solo you have to do all the work. You are simultaneously the player exploring the world and the game master responding to that exploration. This isn't in any way worse but simply a different creative experience that requires a different mindset and approach. It comes with its own benefits and potential challenges. Most of all, I think it is important to understand that playing solo is a skill you will develop over time. Watching experiences players on Youtube or other platforms can sometimes give the wrong impression and can potentially lead to disappointment.

Know that your first session will be very different from your 10th session, and that will be very different from your 100th session

Chapter 2 - Inspiration and Acknowledgements

This guide is my very first attempt at contributing to the SoloRPG scene and it would not have been possible without the work of other people. I think it is important to mention some of my key influences:

Ironsworn

This game was designed by Shawn Tomkin and is - to my knowledge - the first narrative focused solo rpg. It is focused on resolving any situation with moves using different attributes and either scoring a strong hit, weak hit or miss as well as a critical failure or success. While the flavor is a bit different than Daggerheart, this game sets a standard for playing ttrpgs and PbtA games that go beyond just solo games (in fact Ironsworn can be played as a regular old group game)

Solo Dungeon Master Guide

This book was published by geek gamers and has been my first real "guide" into the world of solo play. I especially enjoyed her approach to solo play and philosophy that has shaped how I approached the hobby thus far.

Mythic Game Master Emulator

This book is by far the most extensive (system agnostic) Game Master Emulator on the market. While it can be a bit complicated at times, It offers some really good insights in how to approach Solo RPGs mechanically.

Chapter 3 - Essential Tools for Soloplay

Playing Daggerheart by yourself requires four essential tools (well three really, but you will see what I mean later...).

The Rulebook (or SRD)

This is kind of obvious but you will need access to the rules of Daggerheart, either through the Core Rulebook or the System Reference Document. This contains everything you need to understand the Hope and Fear mechanic and the basic game system.

Going forward I will assume you have some basic knowledge on how the game works. I am not sure if there are any rules only covered in the Core Rulebook. To the best of my knowledge the SRD contains everything you need to understand this supplement and get started playing solo.

After the Rules you need a way to emulate a Gamemaster. When playing solo that means a way to answer yes/no questions, a way to answer open questions and a way to populate the world you play in

The Oracle

Likelihood	Roll for "Yes"	Percentage
Almost Certain	11+	90%
Likely	26+	75%
50/50	51+	50%
Unlikely	76+	25%
Very Unlikely	91+	10%

bridge still intact?"

The oracle is a system you use to answer yes and no questions when you need to know something your character wouldn't control. "Is there an enemy behind the door?" "Does the shopkeeper trust me?" "Is the

My personal favorite is a simple yes/no oracle, which uses different degrees of likelihood with a d100 roll. You decide how likely something is and roll to see if it happens:

Likelihood	Target Number	Success %
Almost Certain	7	90%
Likely	10	75%
50/50	13	54%
Unlikely	17	25%
Very Unlikely	20	10%

If you prefer to keep to the d12 here is how you can do this by rolling 2d12 against a target number. It is however not possible to recreate create the exact percentages of a d100.

Example: "Is the tavern keeper suspicious of strangers? This is a rough neighborhood, so I think it's likely. Roll 45 - yes, he's definitely wary of us."

If you find this a little bit complicated, don't worry. You'll develop your own oracle style through play. Some players prefer strict adherence to the dice, others adjust likelihood based on dramatic timing, and some focus on framing questions that create interesting outcomes either way. Some players even skip the oracle entirely for certain decisions and just go with what feels right for the narrative. The most important thing is to enjoy playing and not overthink it—start with the basic system and adapt it to whatever keeps your story moving.

When to use the oracle vs ability checks

One question that comes up in solo play is when to use the oracle versus when to make an ability check. If you're trying to do something your character has control over—like convincing a guard, climbing a wall, or casting a spell—that's usually an ability check. The oracle is for things outside your character's direct influence—like whether the guard is in a good mood, whether the wall has handholds, or whether someone interrupts your conversation.

Example: You want to search a room for traps. You make an Instinct roll to search carefully, then ask the oracle "Are there traps here?"

If you succeeded on your roll and the oracle says yes, you spot them before triggering anything.

If you failed your roll but the oracle says yes, you might trigger a trap or only notice it at the last second.

The combination of your ability check and the oracle answer creates the narrative outcome.

This distinction develops through play and depends on what you personally prefer. Some players use more ability checks and fewer oracle questions, others lean heavily on the oracle. There's no wrong approach—find what keeps your story flowing.

Suggestive Resources

When you need inspiration these resources help prompt your brain to think in a certain direction. They are mostly used to answer open ended questions

Example: "I'm stuck on what this ancient ruin contains. Rolling on an Action/Theme table... 'Protect/Memory.' Maybe there's a guardian spirit protecting some important historical record."

There are tons of different styles you can use, from Tarot cards, passages from your favourite books or cards specifically designed for this task. In this guide we will be sticking with a limited selection of random tables mainly for ease of use in a guide like this.

Feel free to experiment with other options, everybody's brain works a little bit differently. I personally am more of a visual type myself.

Generative Resources

Use these to populate your world from NPCs, locations, dungeons, loot and magic items there are tons of resources online. Some you will find in the Core Rulebook for others I will be keeping a short list of essentials.

For everything else either use the Action/Theme Oracle in the Appendix or use one of the many supplements online.

Here are some suggestions:

- Worlds Without Number (free by Kevin Crawford)
- The Book of Random Tables
- Tome of Adventure Design
- GM's Miscellany
- UNE
- Knave 2e
- D100 subreddit

Now that you have your toolkit, let's see how they work together in actual play

Chapter 4 - Gameflow and Mechanics

When playing a Solo RPG you basically create a flow that follows the following pattern:

1. Fiction: Setting the scene, describing what's happening, establishing your characters and their motivation
2. Mechanis: Rolling ability checks, consulting the oracles
3. Back to Fiction: Interpreting mechanical results and weaving them into the narrative

This cycle can be somewhat challenging in the beginning (and even with some more experience). I try to envision it as entering two separate modes:

GM Mode: Setting the scene, interpreting results, making consequences, advancing threats. I try to ask myself: What would I do if I wasn't the player and running this game for a different person. This helps me deal with failure and adding conflict. It may or may not work for you.

Player Mode: Determine your character's motivation, making character decision, roleplay, rolling dice (that's what we are here for)

Setting the Scene

The goal of this is to create a clear starting point in which you can roleplay and create immersion for yourself. It is a skill by itself and something even professional authors struggle with, so give yourself a break if it's not perfect.

For starters, try following the following framework:

The Five W's Framework

Use this quick mental checklist to orient yourself and understand what drives the scene:

Where: What location are you in? A tavern, forest path, ancient ruin?

Who: Which characters are present? Just your PC, or are there NPCs around?

What: What's the current situation? Are you sneaking, negotiating, investigating?

When: What time of day/circumstances? Is this urgent or relaxed?

Why: Why are your characters in the current situation

You don't need to answer all of these every time, but they help you get oriented when you're feeling stuck and ensure your scenes have clear direction.

Next go into player mode and ask yourself:

What does your character want right now? Think of this as Point A to Point B:

- Point A: Current situation (fighting enemies, lacking information, facing mystery)
- Point B: Where your character wants to be (enemies defeated, information obtained, mystery solved)

Your character's motivation (the Why/Point A to Point B) drives everything else - what ability check to make, how the scene develops, where the story goes next.

Types of Scenes

Most scenes fall into a few categories:

Action scenes: Combat, chases, immediate physical challenges

Social scenes: Conversations, negotiations, gathering information

Exploration scenes: Investigating locations, traveling, discovering secrets

Downtime scenes: Rest, reflection, preparation, relationship building

Knowing what type of scene you're in helps you decide how much detail to focus on and when complications make sense.

Checking your Expectations (optional)

Something that I started to do lately and want to incorporate in this guide is the habit of checking my expectations. What does that mean exactly?

Let's think about how you set the scene. Sometimes that is easy, you are standing outside a town with your allied, sun rising and you are ready to start your journey.

Other times a scene is more complicated, for example, when you are trying to sneak into a guarded camp or trying to interrupt a ritual. How does it look like?

There are essentially three ways to go about this:

Option 1: Just go with you gut and do what feels right

Option 2: You ask the oracle a couple of times or roll a few dice to answer key questions.

Option 3: You envision what you think what the scene looks like in your mind, then ask the oracle if everything is as expected. The way I recommend doing it for Daggerheart is this:

Roll a d12 against the amount of fear you have. If you roll equal or lower alter the scene using the table below.

This is a technique we will be using later for deciding when to spend fear. As the fear tokens represent a loss of control, it makes sense that the higher they are, the higher the chances that something is outside of my expectations.

The table below is just an example, if you check any other GME like Mythic, PUM, MUNE or whatever they are called you will find different contents and different ways to implement them.

d6	Result
1	add/increase activity
2	remove/decrease activity
3	add/increase major element
4	remove/decrease major element
5	Wouldn't it be cool, if...
6	Wouldn't it suck, if

This table is not meant to throw crazy challenges at you but to challenge your expectations, create a new image in your head. Rolling a 5 and 6 really is meant to prompt something in your mind, try to go with the first thing that pops up. Some people (me included) have some sort of idea of how a story plays out or what a scene looks like. Sometimes it is still nice to be surprised.

Taking Action

Before taking an action or making an ability check some quick guidelines on when to actually roll. This is obviously something you need to decide for yourself but while rolling dice is fun, consider whether this actually warrants an ability check:

Roll when:

- Your character attempts something with a real chance of failure
- Failure would be interesting and move the story in a new direction
- Success isn't guaranteed and you want to find out what happens

Don't roll when:

- The outcome is obvious or trivial
- Failure would just stop the story cold
- You're just describing your character's thoughts or routine actions

Next you need to set the difficulty of the task at hand. The Rules give some clear advice on how to do that. It is however important to mention that the difficulty

represents the task itself. That is important to understand if you want to give your character advantage (or disadvantage) on a certain task. A locked door at target difficulty 14 remains at difficulty 14 even when your character is adept at lockpicking, but they might have advantage on that roll.

One thing I wanted to add here is, that it is possible to randomize a Target Difficulty by rolling a d20. If you roll 2d12 and calculating for critical successes your average success rate is (without modifiers) ~ 64%.

Personally I think that is a perfect number because it means you succeed more often than not and challenges arise through success with fear which is still 50% of the time.

However, I think there are a few things to consider. Mainly that this approach can lead to a high TN for tasks that should be easy and vice versa. This can cause a bit of frustration. On the other hand, this can offer some narrative opportunity: Why was this task so hard? Why was it so easy?

Use this with care, we want to keep the game simple and moving forward not add unnecessary complexity. I still thought it was worth mentioning.

With that out of the way, we unfortunately need to cover some more theoretical aspects of GM Moves and Fear Tokens.

GM Moves vs Fear Spending: a fundamental difference

I find that there is a fundamental misunderstanding of what a GM move is when playing Daggerheart. Many players seem to be under the impression that a GM move requires spending a fear token, that is not correct

GM Moves are narrative responses that happen automatically when:

- You roll with Fear on any action roll
- You fail any action roll
- You do something with unavoidable consequences
- You create a "golden opportunity" for complications

Fear Spending is a separate resource used to escalate and intensify scenes. (see below for more information on fear spending)

The key insight: GM moves drive the conversation, Fear controls the pressure. You'll make dozens of GM moves during a session, but you might only spend Fear a handful of times when scenes need serious escalation. And let's be honest, mostly during combat.

Now let's talk a bit more about GM moves because they are not created equal:

Soft vs Hard Moves

While this sounds like two very clear categories it is (unfortunately) not that easy. Soft and hard moves lie on a spectrum that is as much based on the current context as your

personal playstyle.

Generally speaking: A soft move gives information and an opportunity to react. If ignored it can become a hard move, that should have immediate consequences of different severity.

This is important because of the different levels of success in Daggerheart. A failure with hope generally calls for a softer move than a success with fear. The latter should have some minor but immediate complications.

A failure with fear in comparison calls for much harsher consequences.

Here are some examples:

Soft Moves

- Reveal a new detail about the situation
- Foreshadow approaching trouble
- Offer a difficult choice between competing priorities
- Attract unwanted attention from the wrong people
- Have an NPC act according to their established motives

Hard Moves

- Reveal an unwelcome truth that changes everything
- Mark Stress or cause direct harm
- Show collateral damage from your actions
- Capture someone or something important to you
- Use your character's backstory against them
- Take away an opportunity permanently
- Make the current situation significantly worse
- Put people or places you care about in immediate danger
- Shift the environment in a major way (building collapses, weather turns deadly)

So, now, we understand how to create a scene, establish motivation, set the difficulty and what a GM Move is.

I think it's finally time to roll some dice...

Chapter 5 - The Action Roll

Okay, now we get to the good stuff...

Core Resolution

When you attempt something where the outcome is uncertain and failure would be interesting, roll 2d12 + Trait vs Difficulty. *(don't forget to add advantage/disadvantage)*

On a Critical Success (doubles), you get what you wanted plus a little extra. Gain 1 Hope and clear 1 Stress.

On a Success with Hope, you get what you want. Gain 1 Hope.

On a Success with Fear, you succeed but with a complication. Gain 1 Fear and make a GM move:

- Show how the world reacts and envision the most obvious complication (Yes, but...)
- Choose/roll on the Complications table

On a Failure with Hope, you don't get what you want, but there's a silver lining. Gain 1 Hope and choose one:

- Show how the world reacts and envision a new opportunity (No, but...)
- Roll on the New Opportunities table

On a Failure with Fear, things go wrong and get worse. Gain 1 Fear and make a GM move, but make it hurt:

- Show how the world reacts and envision how things go bad (No, and...)
- Choose/roll on the Failures table

On a Failure with Fear you also advance the Drama Clock — an optional mechanic to introduce overarching threats (see Chapter 6).

If you need more inspiration roll on the Action/Theme Oracle in Chapter 12

New Opportunities (d6, No, but...)

d6	Opportunity
1	A helpful ally appears or offers aid
2	You gain valuable information or insight
3	You avoid a worse consequence or danger
4	Someone shows unexpected mercy or kindness
5	A plot twist occurs
6	A fortunate coincidence works in your favor

Narratively, these results offer a new opportunity after the failed roll, but with their own consequences. Don't forget to incorporate that failure when interpreting the result. Mechanically, you gain Hope, which can be spent to give someone

advantage. Plot twists (positive or negative) achieve the same purpose by driving the story in unforeseen directions.

Complications & Failures (d6)

d6	Complications (Yes, but...)	Failures (No, and...)
1	It is stressful (mark Stress)	Your attempt actively harms you (take damage, or NPC/Community loses faith in you)
2	You draw unwanted attention (start a threat clock)	Someone or something of value is put in danger (or you, if alone)
3	You only achieve part of what you wanted	An opportunity is permanently taken away
4	There is a cost (time, favor, collateral damage, escalation)	An enemy appears — consider spending Fear to spotlight them immediately
5	A plot twist occurs	The situation worsens dramatically (environment changes, forced to act against interest)
6	An enemy appears/moves	Use backstory against PC

These are sharper consequences than Hope-based results. Stress or damage are immediate, aligning with the distinction between soft and hard moves. When causing harm to a PC, consider giving them the chance to make a reaction roll to avoid damage.

Plot Twist (2d6)

First d6	What	Second d6	How
1	An NPC	1	Appears
2	Your PC	2	Alters location
3	An Organization	3	Helps the hero
4	A physical Event	4	Hinders the hero
5	An emotional Event	5	Changes the goal
6	An item	6	Ends the scene

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A Plot Twist is a great way to introduce new opportunities or interruptions. Many random tables exist to help generate such events — the ones above are designed with SRD suggestions and PbtA practices in mind.

Fear Spending (Optional)

In the previous chapter we talked about the difference between GM Moves and Fear Tokens. But what do we spend our fear on and how do we decide when to do it?

Fear tokens represent your character's loss of control and mounting pressure. You can spend them to escalate scenes and introduce additional complications beyond the normal GM moves.

What to spend fear on

- Interrupt the flow to make an additional GM move or take the spotlight
- Escalate the current scene with new threats or complications
- Use adversary Fear abilities (combat)
- Use environment's Fear ability
- Add an adversary's Experience to their roll (combat)

Deciding When to spend fear

Option 1 – Narrative: Spend Fear when the drama calls for escalation.

Option 2 – Random Escalation: After a player/GM move or at scene start, roll 1d12 vs your Fear tokens.

If you roll lower or equal to your fear tokens you spend a fear. If you roll over you don't.

Scene Importance Guidelines

Key Principle: Fear should scale with narrative weight. If random escalation spends Fear in a minor scene, elevate the scene so the mechanics and fiction stay aligned.

These Guidelines give some good suggestions on how to add challenges, complications and randomness to your narrative. Now let's explore how we can spice things up even more...

Chapter 6 - The Drame Clock System

This is an idea to create larger, overarching threats that influence the world around you. This is absolutely optional and should probably only be used if you are planning to run some form of campaign.

The idea is that these threats operate on a more systemic level, affecting entire communities, regions or power structures and create some form of backdrop for your campaign.

This is meant to be in contrast to the more immediate threat clocks used on the complication table in the previous chapter that are meant to affect the current scene you are in.

How does it work?

First we need to establish a threat. When you decide to use this system decide on a length of the Drama clock. I suggest something between 4 and 8. Everytime you roll a failure with fear you mark a box.

When your Drama clock fills for the first time, establish a new threat using the tables below (or use your imagination). This threat is ideally connected to your current situation in order to give your current quest a deeper meaning. You are the hero of this story.

Each consecutive time the Drama Clock fills you will advance the threat. It grows stronger, more influential, or more dangerous affecting the world around you. Beyond drama clock fills, consider advancing threats when:

- Significant time passes (threats don't wait for you)
- Your actions would logically help or hinder the threat
- Other oracle results suggest major world changes
- The story feels like it needs more tension or complexity

A threat continues to escalate or change until it is resolved by you PC (or if you decide it reached its climax). This offers the additional opportunity to become a major questline at some point.

Establishing a Threat

d6	Threat Category	Examples
1	Ancient Power	Sleeping gods stirring, forgotten magic awakening, lost civilizations rising
2	Wild Forces	Elemental chaos spreading, fey courts mobilizing, primal magic running wild
3	Dark Corruption	Shadow cults growing, necromantic influence spreading, demonic taint taking hold
4	Warring Factions	Political conflicts escalating, territorial disputes erupting, resource wars beginning
5	Ambitious Leaders	Power-hungry nobles scheming, fallen heroes pursuing agendas, tyrants consolidating control
6	Roll Twice	Complex, interconnected threat combining multiple elements

Think about the broader world around your quest

- What region or community is your adventure taking place in?
- What existing tensions or problems might be escalating?
- Who would benefit from instability or chaos in this area?
- What larger forces might be stirring in the background?

The threat should feel connected to your quest but operate independently of your immediate actions. It's a problem that affects the whole area and will continue to grow whether you address it directly or not.

Example Threat Creation

You're dealing with bandits threatening a trade route. The drama clock fills for the first time.

Rolling a 4 – Warring Factions

The Succession Crisis – The local lord has fallen ill, and two rivals are maneuvering for position. The bandit problems are just one symptom of the growing instability as different factions test boundaries and probe for weaknesses. Noble houses are choosing sides, merchants are hedging bets, and the common folk are caught in the middle of an escalating political conflict.

This threat operates beyond your bandit problem. Even if you clear the roads, the succession crisis will continue to create problems throughout the region until someone decisively claims power or the conflict is resolved.

Advancing Existing Threats

When the drama clock fills subsequent times, your existing threat advances. Roll a d6:

d6	Advancement Type	What This Means
1-2	Gathering Momentum	The threat grows stronger, spreads its influence, or gains new resources
3-4	Systemic Action	The threat makes moves that affect the broader world or community
5-6	Dramatic Escalation	The threat reveals new scope, creates unexpected complications, or reaches a tipping point

Interpreting Advancement

Think about how the threat would naturally evolve and what it would do to advance its agenda:

Gathering Momentum (1-2): Internal Growth

The threat strengthens itself—building resources, recruiting supporters, consolidating power. Changes happen within the threat's existing sphere of influence.

Examples:

- Recruiting more mercenaries or allies
- Stockpiling weapons, gold, or magical resources
- Training forces or improving capabilities
- Securing safe havens or strongholds
- Converting neutrals to supporters

Systemic Action (3-4): External Moves

The threat takes active steps to influence the outside world—making moves against opponents, seizing territory, implementing policies. Changes happen to systems outside the threat's direct control.

Examples:

- Seizing strategic locations or resources
- Implementing new laws or restrictions
- Disrupting trade routes or communications
- Pressuring neutrals to choose sides
- Attacking or undermining rivals

Dramatic Escalation (5-6): Unexpected Revelations

The threat reveals hidden scope, capabilities, or connections that change your understanding of the situation. The threat is more extensive, dangerous, or different than originally apparent.

Examples:

- Revealing unexpected allies or puppet masters behind the scenes
- Demonstrating capabilities or resources you didn't know existed
- Exposing connections to other threats or distant power centers
- Showing the threat extends into areas you thought were safe
- Unveiling true goals that are more ambitious or sinister

Now we talked about a lot of narrative elements as we should considering this is a PbtA style of game. But what is a good high fantasy TTRPG without some good old fashioned combat...

Chapter 7 - Combat

When we are thinking about combat and the mechanics of Daggerheart, this is probably the easiest section to adapt. The Gameflow emerges naturally through the different levels of success and balances itself through that flow. There are however a few things to consider that usually fall to the Gamemaster as well as a few houserules that you can consider using.

What kind of combat are we talking

When thinking about combat there are about 8 different types of encounters (courtesy of the Mystic Arts Youtube channel) to consider or randomize if you prefer that.

d8	Encounter Type	Description
1	Skirmish	The most common type of encounter
2	Ambush	Enemy gets the drop on you
3	Targeted Strike	You get the drop on the enemy
4	Horde of Enemies	Drains the PCs' resources, often used as a prelude to another fight
5	Elite Team	Handful of powerful, named villains
6	Boss Battle	Defining battle where lives are on the line
7	Stomping Ground	Reminds players how powerful they are
8	Roll Twice	Combine two results to create a complex or escalating encounter

The 8th type is actually a puzzle fight, which requires advanced tactical decisions and strategic problem solving. That is in my opinion not suited for soloplay or outside the scope of my design abilities.

Number of enemies and balance

The game gives clear instructions on how to distribute battle points depending on the number of PCs. The game is designed to have an equal distribution of hope and fear rolls and will balance itself through that.

If you do find that it puts you at a disadvantage consider running two PCs or use some of the houserules discussed below.

Initiative

Daggerheart doesn't use a traditional Initiative system. The GM has the spotlight, introduces the enemy and passes the spotlight to the players unless they are ambushed (Tier 1 environment in the Core Rules). You can of course always spend a fear token to spotlight an enemy right away and go first. The spotlight changes when a PC rolls either a failure or with fear.

Fear usage

This follows the same flow as discussed in chapter 4 - Gameflow and mechanics. Use fear to take the spotlight away from the PC or make an additional move. That could be introducing another enemy, using a fear feature of your environment or adversaries. But how do you decide when to use fear.

The obvious answer is: Whenever it make sense. How would you handle the situation if you were the GM and not the player?

But if you would like to randomize this you can use the same system I have established in chapter 4:

Roll a d12 and compare it to your fear tokens: If the result is equal or lower you spend a fear token. That will ensure that the more fear you have, the more fear you spend.

Another thing to consider is that on a roll with fear, whether it is success or failure to use the token right away.

The Grid

Sometimes it is a bit difficult to know where your characters are at and depending on whether or not you like to use theater of mind or a more visual approach you can try applying the following idea:

Create a Grid with 20 rows on the left and 20 rows on the top. Place your characters in the middle or wherever you feel they are in the context of the scene. Roll your dice and place the enemies. Then you apply the defined ranges from the core rulebook.

Additionally you can use this as a way to randomly create a world map. Put yourself in the middle and place known locations randomly. I recommend being more loose with the distances in this instance but it can be a help to visualize this.

Pro Tip: Create the map on a regular paper and laminate it. This way it can be easily reused. You can then use dice or figures from board games to represent enemies.

House Rules (optional)

these are optional but address some common challenges of soloplay:

Player facing combat

If you don't know what it means: Player facing means we assume the enemy hits and it is our characters ability that decides if we evade. Adjusting the Daggerheart mechanic for this comes with trade-offs as your character uses 2d12 and the GM a D20 which means different probabilities of hitting certain numbers.

It is however a very cool narrative option and allows for some different ways two adjust combat difficulty. I will present you with 2 options that have different benefits and trade-offs. Use at your own discretion and please forgive some of the math intense tables that follow.

Option 1

Roll 2d12 + Evasion - 10, target number 15 to evade successfully.

Here's how this compares to the original d20 system:

Evasion	d20 Original	2d12+E-10
9	40%	36%
10	45%	42%
11	50%	50%
12	55%	57%

characters with low evasion get worse odds, while nimble characters get better. This is an interesting mechanic because it emphasizes the difference between a heavily armored tank and a nimble rogue.

Option 2

Roll 2d12 + Agility modifier against variable TN. The benefit here is you can always adjust the difficulty based on the enemy - tougher opponents get higher target numbers, weaker ones get lower.

TN	Agi -1	Agi 0	Agi +1	Agi +2	Agi +3	Agi +4
12	46%	50%	55%	61%	66%	74%
13	43%	49%	54%	61%	65%	72%
14	40%	46%	51%	57%	63%	68%
15	38%	43%	49%	54%	60%	65%
16	35%	40%	46%	52%	57%	64%

TN 14 mirrors the original d20 percentages closely. Use TN 12-13 for weak enemies, 15-16 for dangerous ones. Using this will make the evasion

mechanic useless but emphasizes your characters ability and allows you to balance encounter more easily for Soloplay

Baseline Damage

Skip rolling enemy damage - just use the average. A d6 becomes 3 damage, 2d8 becomes 9, etc. Less swingy, faster play, and you can plan your armor usage better.

Tag-Team with Yourself

If you're running one PC, treat the tag-team move as spending 3 hope for a significant bonus to yourself once per session. Call it whatever fits your character - a moment of perfect focus, divine intervention, or just getting really angry.

Healing Surge

Once per session, spend 3 hope to heal as if you'd taken a short rest. Balances out the lack of party support.

Damage and Cleave

Double your damage output and let excess damage cleave to nearby enemies. This helps balance encounters designed for multiple PCs and makes you feel appropriately heroic.

Relentless:

Adversaries with Relentless can be highlighted multiple times a turn by spending fear (unlike regular enemies). For solo play with a single PC, consider removing this ability entirely. While Daggerheart's Hope/Fear economy provides natural balance, Relentless can overwhelm a single PC with disadvantages that the system wasn't designed to handle.

So combat is one of the the main contents of any high fantasy ttrpg. But there are actually 2 more very common mechanics that many solo players love and we need to adress when playing Daggerheart Solo

Chapter 8 - Traversal and Exploration

The problem that arises here is that Daggerheart really wasn't designed for extensive travel mechanics and exploration. Or at least the Rules don't offer much inspiration besides a limited number of environments. They might be expanded in the future by Darrington Press or Supplementary material. Feel free to use the existing ones as inspiration.

In the following chapter I want to give you my thoughts on making travel meaningful when playing Daggerheart Solo.

However I think it is important to mention that you don't need to roleplay travel. You can always just be where you are or make a singular role if you want a more minimal approach.

Traversal

Wilderness Travel

When you travel through wilderness terrain, choose your approach and roll 2d12:

- With navigation and awareness: Roll + Instinct
- With planning and preparation: Roll + Knowledge

Journeys use a Progress Countdown (d12). Roll a d12 or choose 1–12 based on journey length.

On a Critical Success (doubles), you make excellent progress. Tick down 3, gain 1 Hope, clear 1 Stress, find a waypoint.

On a Success with Hope, you navigate well through the terrain. Tick down 2, gain 1 Hope, find a waypoint.

On a Success with Fear, you make progress but encounter complications. Tick down 1, gain 1 Fear, find a waypoint:

- Show how the world reacts and envision the most obvious complication (Yes, but...)
- Choose/Roll on Travel Complications

On a Failure with Hope, you struggle but discover something useful. No progress, gain 1 Hope, find an opportunity:

- Show how the world reacts and envision a new opportunity (No, but...)
- Create a random Event

On a Failure with Fear, you become lost and face danger. Tick up 1, gain 1 Fear, mark 1 segment on the Drama Clock, and face significant terrain hazards:

- Show how the world reacts and envision how things go bad (No, and...)
- Choose or roll on Travel Failures

Travel Complications (d6) Use for Success with Fear results

Roll	Complication
1	Plot Twist - unexpected encounter or event disrupts travel
2	Enemy appears at Far range - potential threat spotted in the distance
3	Weather/environment shifts - conditions worsen, may require reaction roll or cause damage
4	Mark Stress - the journey takes a mental or physical toll
5	Signs of danger - tracks, markings, or other evidence suggest you're being stalked
6	Costly waypoint - the location you find requires payment, sacrifice, or trade-off to use

Travel Failures (d6) Use for Failure with Fear results

Roll	Failure
1	Enemy appears at Close range - immediate threat, make Instinct roll or face ambush
2	Dangerous opportunity - stumble into situation that derails your quest, forcing difficult choice
3	Environment shifts dramatically - terrain changes, disadvantage on next travel roll
4	Weakened by conditions - harsh environment causes disadvantage on one ability until short rest
5	Competition emerges - someone else gains advantage, consider starting a race clock
6	Forced abandonment - must leave something important behind to continue safely

Finding a waypoint

(d6)	Waypoint
1-2	Settlement
3-4	Point of Interest
5-6	Environmental Feature

Settlement Generator

d6	Size	d6	Primary Function	d6	Current Situation
1	Outpost / Hamlet	1	Trade hub	1	Thriving
2	Outpost / Hamlet	2	Military post	2	Struggling
3	Village	3	Religious center	3	Under threat
4	Village	4	Resource extraction	4	Celebrating
5	Town / City	5	Agricultural	5	In conflict
6	Town / City	6	Refuge / Sanctuary	6	Mysterious

d6	Notable Feature	d6	Settlement Quirk
1	Ancient ruins / stones	1	Unusual architecture
2	Natural landmark (cave, cliffs, vista)	2	Eccentric customs
3	Sacred / magical site	3	Distinctive soundscape
4	Fortifications / hidden passages	4	Uncommon attire
5	Marketplace / landmark	5	Quirky food/drink
6	Dangerous presence	6	Reputation precedes it

Points of Interest

d6	Type	d6	Age / Origin (	d6	Current State
1	Ruins	1	Primeval (before known history)	1	Safe and stable
2	Natural wonder	2	Ancient (long-forgotten people)	2	Recently discovered, unclaimed
3	Magical site	3	Old (centuries past)	3	Guarded / claimed by locals
4	Abandoned structure	4	Recent (decades past)	4	Inhabited by dangerous creatures
5	Monument / landmark	5	Very recent (abandoned just now)	5	Unstable / crumbling / hazardous
6	Dangerous location	6	Unknown / mysterious origin	6	Actively trapped / cursed

d6	Environmental Feature
1	Water source
2	Elevated position
3	Natural shelter
4	Resource deposit
5	Crossroads/junction
6	Boundary marker

Exploration

So exploration is a little bit more complicated and there are really a ton of ways to do it. For the purposes of this guide we will adapt a proven mechanic from *Ironsworn Delve* to Daggerhearts system.

For this you will need a set of cards you will find for free under the following website <https://tomkinpress.com/collections/free-downloads/products/ironsworn-delve-printable-site-cards>

Why Ironsworn Delve works

When you are reading this you might be wondering why I didn't come up with something original. The reason is simple. This mechanic has been designed for exploration for a PbtA style of Solo RPG - which is exactly the approach we need. Secondly, I am a big fan and any attempt to come up with something original would just be a poor copy.

What is Ironsworn Delve

It is a supplement for Ironsworn that introduces 8 different themes and domains that can be used to create unique exploration sites:

DOMAIN	THEME
CAVERN A place of stone and darkness. FEATURES 21-43 Twisting passages 44-56 Cramped caves 57-64 Vast chamber 65-68 Subterranean waterway 69-72 Cave pool 73-76 Natural bridge 77-80 Towering stone formations 81-84 Natural illumination 85-88 Dark pit 89-98 Something unusual or unexpected 99 You transition into a new theme 00 You transition into a new domain DANGERS 31-33 Denizen lairs here 34-36 Cave-in 37-39 Flooding 40-42 Perilous climb or descent 43-45 Fissure or sinkhole	ANCIENT This place holds the secrets of a bygone age. FEATURES 1-4 Evidence of lost knowledge 5-8 Inscrutable relics 9-12 Ancient artistry or craft 13-16 Preserved corpses or fossils 17-20 Visions of this place in another time DANGERS 1-5 Ancient trap 6-10 Hazardous architecture or terrain 11-12 Blocked or broken path 13-14 Denizen protects an ancient secret 15-16 Denizen reveres an ancient power 17-18 Living relics of a lost age 19-20 Ancient evil resurgent 21-22 Dire warnings of a long-buried danger 23-24 Ancient disease or contamination 25-26 Artifact of terrible meaning or power 27-28 Disturbing evidence of ancient wrongs 29-30 Others seek power or knowledge

Now we have an ancient cavern we can explore with unique challenges and features.

Exploration Move

Step 1: Choose domain and theme

Step 2: Set exploration length using progress countdown

Step 3: Roll d100 for initial features found on the theme and domain cards to determine your environment

Step 4: Choose how you advance through the site — with quick movement (Agility), careful manipulation (Finesse), or situational awareness (Instinct)

Step 5: Make the Appropriate Ability Check

On a Critical Success (doubles), you make excellent progress and discover something beneficial. Tick down 3, gain 1 Hope, clear 1 Stress, find an opportunity.

On a Success with Hope, you navigate well through the terrain. Tick down 2, gain 1 Hope, find an opportunity.

On a Success with Fear, you make progress but encounter complications. Tick down 1, gain 1 Fear:

- Show how the world reacts and envision the most obvious complication (Yes, but...)
- Choose/Roll on Exploration Complications

On a Failure with Hope, you struggle but discover something useful. No progress, gain 1 Hope:

- Show how the world reacts and envision a new opportunity (No, but...)
- Create a random Event

On a Failure with Fear, you become lost and face danger. Tick up 1, gain 1 Fear, mark 1 segment on Drama Clock, and...

- Show how the world reacts and envision how things go bad (No, and...)
- Choose or roll on Exploration Failures

Find an Opportunity (d6) Use for success with hope or a critical success.

d6	Result
1	You locate a secure area
2	A clue offers insight or direction
3	You locate an interesting or helpful object
4	You encounter a denizen who might support you
5	You encounter a denizen in need of help
6	An aspect of the history or nature of this place is revealed

For Complications and Failures, choose your approach

Option 1 - Simple: Use the travel complications and failures tables from the traversal section above.

Option 2 - Detailed: This uses different dice (d10, d20) but provides environmental details tailored to your exploration site

Exploration Consequences (d20) Use for Success with Fear results

Roll	Result
1-12	Check theme card dangers
13-17	Check domain card dangers
18-19	Mark 1 Stress
20	Plot Twist

Exploration Failures (d10) Use for Failure with Fear results

Roll	Result
1	You encounter a hostile denizen
2	You face an environmental or architectural hazard
3	A discovery undermines or complicates your quest
4	You confront a harrowing situation or sensation
5	You face the consequences of an earlier choice or approach
6	Your way is blocked or trapped
7	A resource is diminished, broken, or lost
8	You face a perplexing mystery or tough choice
9	You lose your way or are delayed
10	Roll twice - if same result, make it worse

This work is based on Ironsworn: Delve, created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>).

Now that we covered combat, exploration and traveling lets look at some additional houserules

Chapter 9 - Houserules

Sometime when adapting a game for soloplay you need to make some additional adjustments. Those adjustments are not necessary but I needed a place for some of the ideas I had that didn't fit in any of the previous chapters

Resource Management

The Problem

When playing in a group there are multiple people rolling dice and bad rolls are quickly negated by someone else rolling well. That doesn't happen in soloplay. There is no one to soak up bad rolls

Give yourself hope

When playing in a group you can spend hope to give another PC advantage on a roll. This is not possible when playing only one character. That is easily solved by just spending your own hope and giving yourself advantage.

The Hope Clock

Set up a Hope Clock with 4 segments alongside your Drama Clock (yes I know, I am a fan of Drama Clocks). Mark one segment whenever you roll with Hope (any Hope result). When full, spend the clock to reroll any dice. This creates a rhythm of building positive momentum that you can cash in during crucial moments.

If you find keeping track of another Clock too tiresome give yourself the option to spend 3 hope to reroll any dice.

Character Advancement

The Problem:

Daggerheart suggests leveling up "every other session and when it makes sense," but solo players lack a GM to make these story-based decisions.

Clear Advancement Triggers

Level up after completing a quest or story arc, successfully resolving an overarching threat or when your character has grown significantly through play.

Learning from Failure

Track a Failure Clock (sorry...) with 10 segments. Mark one segment each time you fail an action roll. When full, level up and reset the clock. This reflects learning through adversity and provides advancement independent of quest completion.

Alternative: Track all actions (success and failure) and level up every 15-20 marks, representing experience through practice rather than just achievement.

NPC Complexity

The Problem:

Sometimes you just want to have cool NPCs as sidekicks and not run a full PC. A good example for that is the sidekick mechanic from DnD. In Daggerheart however that is a little bit more complicated.

The core rule book gives clear guidance on how to use NPC narratively. They provide advantage, motivation, and story direction without mechanical complexity.

You can upgrade them to PC status when an NPC becomes central to adventures and needs full capabilities.

But why no sidekick mechanic?

If you want sidekick mechanics similar to D&D, you can get inspiration from existing stat blocks, but here is the thing: How do you use their abilities? You either ignore them or you need to track a separate resource that you can spend. There is already a lot to track.

My advice: Either keep NPCs simple or promote them to full PC status.

A key principle in solo play is to minimize mechanical overload. NPCs should enhance the story without creating bookkeeping burdens.

Chapter 10 - Getting Started

Okay, we made it. I hope it hasn't been too complicated and you found everything useful so far or at least got some cool ideas. In the following chapter I will just quickly go over how to set up your adventure. I will keep it short (and no more clocks, I promise)

Choose Your Campaign Frame

One of the core ideas behind *Daggerheart* are the campaign frames that offer unique mechanics and narrative opportunities.

Establish Your World (Optional)

This step is optional and can be skipped. The idea behind this is that your character doesn't exist in a vacuum.

- What are some locations, historic events, factions they know?
- You can go into as much detail as you want, but I recommend not to overdo it. *Worldbuilder's disease* is a thing and can keep you from playing (if you enjoy worldbuilding more than playing, go crazy)
- If you just want to get started with a simple one-shot, consider skipping this step and establish relevant knowledge through play and ability checks.

Choose a Location / Adventure

While creating a whole world or backstory is not really necessary, I do recommend:

- Creating a starting location and an adventure seed.
- Maybe you have something in mind already or pick an adventure starter from the core rules or a generator you find online.
- Your starting location could be a town, dungeon, or any setting that connects your character to the adventure.
- consider starting in media res, meaning in the middle of action instead of in a tavern.

Number of PCs

Before creating your character you should decide:

- How many PCs you want to play.
- If they have any sidekicks/mentors with them.

I personally recommend a maximum of 2 PCs. Anything more becomes too much to handle.

Create Your PC

Yes, finally, after all of this we create our character.

- Choose what you like, and see how well you fare playing solo.
- A squishy wizard will probably have a very different experience than a tanky warrior — but that shouldn't limit you.
- If you find yourself in serious trouble, consider:
 - Adding an NPC or second PC.
 - Using house rules to make things easier for yourself.
 - running a Seraph or guardian to soak up some of that damage

Have Fun

This might seem obvious but it needs to be said:

- Playing a SoloRPG is a hobby you should enjoy.
- There is no *right* way to do this.
- Since you are playing by yourself, you have total creative freedom and don't owe anybody an explanation.
- Your story doesn't have to be epic like a *Critical Role* campaign — and it probably won't. It is your story and even if it's "average" it is worth being told.

Watching professionals play a TTRPG can be fun, but it isn't the reality of the hobby, and certainly not of playing solo. Don't let that intimidate you.

Chapter 11 - Journaling

We are almost done I promise, but I feel a quick word on Journaling is necessary to give a complete overview on the SoloRPG experience.

Journaling in a Solo RPG is a science in itself and you will find countless advice on how to do it right. The truth is, if you enjoy keeping an extensive journal and roleplay everything, do that. If you find it a chore, stick to the basics or roleplay everything in your head. Either is fine.

In regards to the story I do recommend a few things:

- keep track of NPCs, locations, factions, important objects
- keep track of Quests, Threats, Drama clocks

The reason is simple: The more you play you will find yourself trying to connect separate elements from your campaign. This reduces the randomness of certain encounters.

Maybe the bandits ambushing you on your journey are actually deserters that you fought side by side on an earlier adventure?

Or the plot twist introduces an NPC that you have met before.

You can mechanically force these connections by rolling on them but I personally find that it will naturally develop and should be something you come up with through play.

This way you won't have to force yourself to establish a connection but rather have it emerge through your creativity

"Wouldn't it be cool if that was connected to this...?" or a simple "What if...? are some of my favourite questions to ask

(Truth is, sometimes I don't even roll on the oracles.... but don't tell the SoloRPG police)

Chapter 12 - Random Tables

Action and Theme Oracles

- Single Roll: Use Action alone when you need to know what's happening.
- Combined Roll: Roll both Action + Theme for richer prompts.
- Multiple Rolls: For complex situations, roll 2–3 Themes with one Action, or vice versa.
- Interpretation: These are meant to spark ideas, not dictate specifics.

Action Oracle (d100)

Roll to determine what's happening – the driving force of a scene, event, or situation.

d100	Result	d100	Result	d100	Result	d100	Result
01	Scheme	26	Withdraw	51	Persevere	76	Betray
02	Clash	27	Abandon	52	Serve	77	Secure
03	Weaken	28	Investigate	53	Begin	78	Arrive
04	Initiate	29	Hold	54	Move	79	Affect
05	Create	30	Focus	55	Coordinate	80	Change
06	Swear	31	Uncover	56	Resist	81	Defend
07	Avenge	32	Breach	57	Await	82	Debate
08	Guard	33	Aid	58	Impress	83	Support
09	Defeat	34	Uphold	59	Take	84	Follow
10	Control	35	Falter	60	Oppose	85	Construct
11	Break	36	Suppress	61	Capture	86	Locate
12	Risk	37	Hunt	62	Overwhelm	87	Endure
13	Surrender	38	Share	63	Challenge	88	Release
14	Inspect	39	Destroy	64	Acquire	89	Lose
15	Raid	40	Avoid	65	Protect	90	Reduce
16	Evade	41	Reject	66	Finish	91	Escalate
17	Assault	42	Demand	67	Strengthen	92	Distract
18	Deflect	43	Explore	68	Restore	93	Journey
19	Threaten	44	Bolster	69	Advance	94	Escort
20	Attack	45	Seize	70	Command	95	Learn
21	Leave	46	Mourn	71	Refuse	96	Communicate
22	Preserve	47	Reveal	72	Find	97	Depart
23	Manipulate	48	Gather	73	Deliver	98	Search
24	Remove	49	Defy	74	Hide	99	Charge
25	Eliminate	50	Transform	75	Fortify	00	Summon

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Theme Oracle (d100)

Roll to determine what it's about – the subject, focus, or context of the action.

d100	Result	d100	Result	d100	Result	d100	Result
01	Risk	26	Barrier	51	Stranger	76	Rival
02	Ability	27	Creation	52	Passage	77	Problem
03	Price	28	Decay	53	Land	78	Idea
04	Ally	29	Trade	54	Creature	79	Revenge
05	Battle	30	Bond	55	Disease	80	Health
06	Safety	31	Hope	56	Advantage	81	Fellowship
07	Survival	32	Superstition	57	Blood	82	Enemy
08	Weapon	33	Peace	58	Language	83	Religion
09	Wound	34	Deception	59	Rumor	84	Spirit
10	Shelter	35	History	60	Weakness	85	Fame
11	Leader	36	World	61	Greed	86	Desolation
12	Fear	37	Vow	62	Family	87	Strength
13	Time	38	Protection	63	Resource	88	Knowledge
14	Duty	39	Nature	64	Structure	89	Truth
15	Secret	40	Opinion	65	Dream	90	Quest
16	Innocence	41	Burden	66	Community	91	Pride
17	Renown	42	Vengeance	67	War	92	Loss
18	Direction	43	Opportunity	68	Portent	93	Law
19	Death	44	Faction	69	Prize	94	Path
20	Honor	45	Danger	70	Destiny	95	Warning
21	Labor	46	Corruption	71	Momentum	96	Relationship
22	Solution	47	Freedom	72	Power	97	Wealth
23	Tool	48	Debt	73	Memory	98	Home
24	Balance	49	Hate	74	Ruin	99	Strategy
25	Love	50	Possession	75	Mysticism	00	Supply

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Character Creation Oracles

Use these when you meet a new NPC or if you want to randomly decide your character.

Ancestry Generator

d12	Primary Ancestry	d10	Community Background
1	Human	1	Highborne – Noble courts & spires
2	Dwarf	2	Underborne – Underground cities & tunnels
3	Elf	3	Wildborne – Forests & natural spaces
4	Halfling	4	Seaborne – Coastal towns & ships
5	Orc	5	Orderborne – Temples & monasteries
6	Goblin	6	Loreborne – Libraries & schools
7	Firbolg	7	Wanderborne – Nomadic tribes & caravans
8	Fungril	8	Craftborne – Guilds & workshops
9	Ribbet	9	Shadowborne – Hidden societies & secrets
10	Faun	10	Mixedborne – Diverse communities
11	Galapa		
12	Roll twice – Hybrid traits		

NPC Quick Generator

d12	Appearance	Personality Trait	Motivation	Secret / Hook
1	Distinctive scar or marking	Overly cautious – weighs every decision	Seeking redemption	Knows location of hidden treasure
2	Unusual hair or eye color	Impulsively generous	Protecting someone	Witnessed a crime but afraid to speak
3	Notable clothing or jewelry	Secretly romantic	Building wealth	Related to someone important
4	Physical disability or prosthetic	Obsessively clean	Gaining recognition	Carrying a curse or magical affliction
5	Striking height (very tall/short)	Chronically late	Uncovering truth	Spy for a rival faction
6	Unique voice or speech pattern	Brutally honest	Escaping their past	Lost their memory of something crucial
7	Nervous habit or tic	Superstitious	Serving a higher purpose	Owes significant debt to dangerous people
8	Impressive / intimidating presence	Highly competitive	Simply surviving	Has prophetic dreams or visions
9	Always smells of something distinctive	Perpetually cheerful	Seeking revenge	Hiding their true identity or nature
10	Wears a mask, veil, or face covering	Deeply philosophical	Exploring new lands or experiences	Keeper of ancient knowledge or artifact
11	Piercing gaze that unsettles people	Quick-tempered	Creating a lasting legacy	Secretly working for an unknown patron
12	Disheveled or oddly pristine	Stoic and reserved	Exploiting others for personal gain	Possesses forbidden skill or knowledge

Fantasy Name Generator

The way this works is really simple. Take your 2d12 and roll on the following tables. You can either just roll once on each column or 2 out of 3 OR you roll on the Pattern table and follow the instructions there. The third option would be to roll on one or two columns and pick one of the provided suffixes or prefixes (this is what I prefer). Some of them are already on the table so don't be surprised.

How to use the Pattern

A pattern of 23-el means you roll on column 2 and 3 and add the suffix -el e.g. pio - tur -el. Either go with Pioturel or shorten it to e.g. Piotel or Piorel or maybe even Pithurella. These tables sometimes give awkward results and are meant as an inspiration and not to be taken literally.

Othertimes you get really cool results.

I included tables that are inspired by different languages and meant to give different vibes. Have fun:

Finnish-Arabic Fantasy Names

d20	Pattern	1	2	3
1	12	ka	ev	ai
2	23	kai	el	mi
3	123	tar	tuo	sir
4	13	nen	la	rik
5	Kal-32	lin	avo	kir
6	21-sa	ju	tek	vel
7	23-el	sar	pio	hen
8	321	aa	ril	ola
9	31	sa	lia	tur
10	132	jun	eer	mos
11	12-en	pek	ilo	vir
12	213	han	oel	kul
13	231	mer	ial	tel
14	312	bis	nol	ves
15	23-ia	om	lay	ha
16	31	am	ira	lil
17	yas-3	ya	sam	za
18	32	ra	nir	dal
19	12-ah	kha	rim	oud
20	21	sal	een	ara

Ethereal Finnish and flowing Arabic syllables for mystical characters

suffixes to consider: -nen, -la, -ri, -ka, -vo, -mo, -to, -sa, -ta, -ah, -an, -el, -im, -ud, -ar, -as, -ir

prefixes to consider: Kau-, Sii-, Vei-, Kal-, Paa-, Hei-, Al-, Abd-, Sal-, Yas-, Kha-, Has-

French-Latin Fantasy Names

d20	Pattern	1	2	3
1	12	bri	cla	flo
2	23	ren	lou	be
3	123	cha	lu	ric
4	u-13	pie	est	nic
5	32	dom	mau	roc
6	2-mont	gui	ser	mon
7	23-e	ade	no	yon
8	321	bla	ga	dis
9	31-u	fer	ber	tro
10	132	emi	lar	duc
11	12-en	syl	gi	pas
12	213	mar	cel	ius
13	231	vic	tor	max
14	312	ju	ian	rex
15	23-a	cas	ser	dex
16	31	aur	rel	lex
17	13	fla	cor	nia
18	du-32	luc	ada	mir
19	12-o	oli	vid	tel
20	21	val	ent	orm

Romance language syllables for elegant, civilized characters

Suffixes: -ius, -ous, -ane, -ric, -elle, -ette, -aire, -ois, -ard, -eau, -mont, -and

Prefixes: De-, Du-, Le-, La-, Bel-, Mal-, Bon-, Ver-, Ser-, Mer-

Celtic-Hungarian Fantasy Names

Grounded syllables for earth-connected characters

Suffixes: -wyn, -eth, -mor, -ven, -gar, -dul, -bek, -tos, -var, -zen, -ord, -ald

Prefixes: Mac-, O'-, Fitz-, Mag-, Pal-, Bor-, Dok-, Gab-, Tal-, Vik-

d20	Pattern	1	2	3
1	12	bran	gwyn	eth
2	23	ced	fyn	du
3	123	cai	bre	mor
4	13	aer	be	rin
5	oak-3	tal	car	ach
6	21	ga	del	ara
7	23-en	fen	ris	ven
8	321	llo	ard	ben
9	1-thor	der	wen	gar
10	132	nol	ma	ter
11	12-a	cor	lyr	gil
12	213	zo	tan	ist
13	231	bal	int	kos
14	312	gab	ka	zer
15	23-an	laz	ord	pat
16	31	mag	yor	dok
17	13-ik	pal	ver	sa
18	32	mil	tar	dor
19	12-ah	nep	var	mat
20	21	zen	vik	bek

Random Syllable Fantasy Names

d20	Pattern	1	2	3
1	12	be	kor	tim
2	23	na	luz	do
3	123	gim	vel	ra
4	13-a	pet	so	kil
5	3-ae	dar	we	nub
6	21	fo	rig	tel
7	23-u	hel	mor	vid
8	321	cam	tol	ben
9	31	si	lar	fep
10	132	jo	duc	wen
11	12-o	bog	ka	set
12	213	mil	per	go
13	231	vil	nes	kod
14	312	tur	bik	wal
15	23-i	den	yap	cor
16	su-31	gem	ful	rek
17	13	som	tec	kir
18	32	lom	daf	pur
19	12-e	kep	sim	tor
20	21	bi	vol	nat

Purely random syllables using basic consonant-vowel patterns

Suffixes: -ex, -yx, -ok, -ul, -im, -or, -ak, -el, -ix, -un, -ar, -op, -ek, -il, -ox

Prefixes: Zar-, Vex-, Kol-, Nex-, Byx-, Fel-, Dox-, Grim-, Lok-, Vel-, Mor-, Hex-