



THE
Lost Realms
Player's Handbook



A traveler's guide to living, fighting, and unearthing the story
of an AI-narrated dark-fantasy world

◆ First Edition ◆

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Most of what you need lives in the first handful of chapters. The rest is reference — read it when a system draws you deeper.

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Welcome to the Lost Realms

The Lost Realms is a text adventure whose storyteller is an artificial intelligence. You describe what you want to do in plain language — “*pry open the rusted grate and peer down*” — and the **Game Master** narrates what happens, then quietly updates the world behind the scenes: your health, your pack, the hour of the day, a stranger’s opinion of you, a passage newly revealed.

There is no rules sheet to memorize and no menu of buttons to click through. You speak in *intentions*, and the world answers. Everything in this handbook is here to help you understand what the world is doing with those intentions — never to make you study before you play.

×

The Lost Realms

The Village Square

9:00 am MORNING

STORY

CHARACTER

MAPS

JOURNAL

COMPENDIUM

EDITOR

LOGS

The Village Square

A weathered fountain sits at the centre, its water long dried. The morning brings the first bustle — merchants wheel out carts and townsfolk gather, trading wary glances beneath the notice board's fluttering wanted posters.

You notice: [Coin Purse](#).

Present: [Old Gatekeeper](#).

Exits: north, east, south, west.

Speak your intent — the world awaits.

) What do you do? ENTER

CHARACTER

Aldara

Adventurer

Warrior

1

HP

120/120

MP

30/30

XP

0/100

STATS

▶

STATUSES

▶

WEALTH

♦ Gold

15

♦ Silver

0

♦ Copper

0

INVENTORY

×

Iron Sword

×1

🗡️

Health Potion

×2

MAGIC

—

ITEMS

👛

Coin Purse

×1

PEOPLE

Ready

Map Version: 1.0.0

▶ Thornday, 1st of Frostmark, Year 437

The game at a glance. A narrated scene with its banner art, clickable exits and names, and your living character sidebar on the right.

WHAT MAKES IT UNUSUAL

The world is **authored** — its rooms, characters, items, and lore are real, fixed data — but it is **narrated live**. The Game Master improvises within that canon and records the consequences as changes the game applies. So the tale is never on rails, yet it always remembers.

The three roles

There are three ways to relate to the Realms. As a reader of this handbook you are the first, and it is nearly all you will ever need.

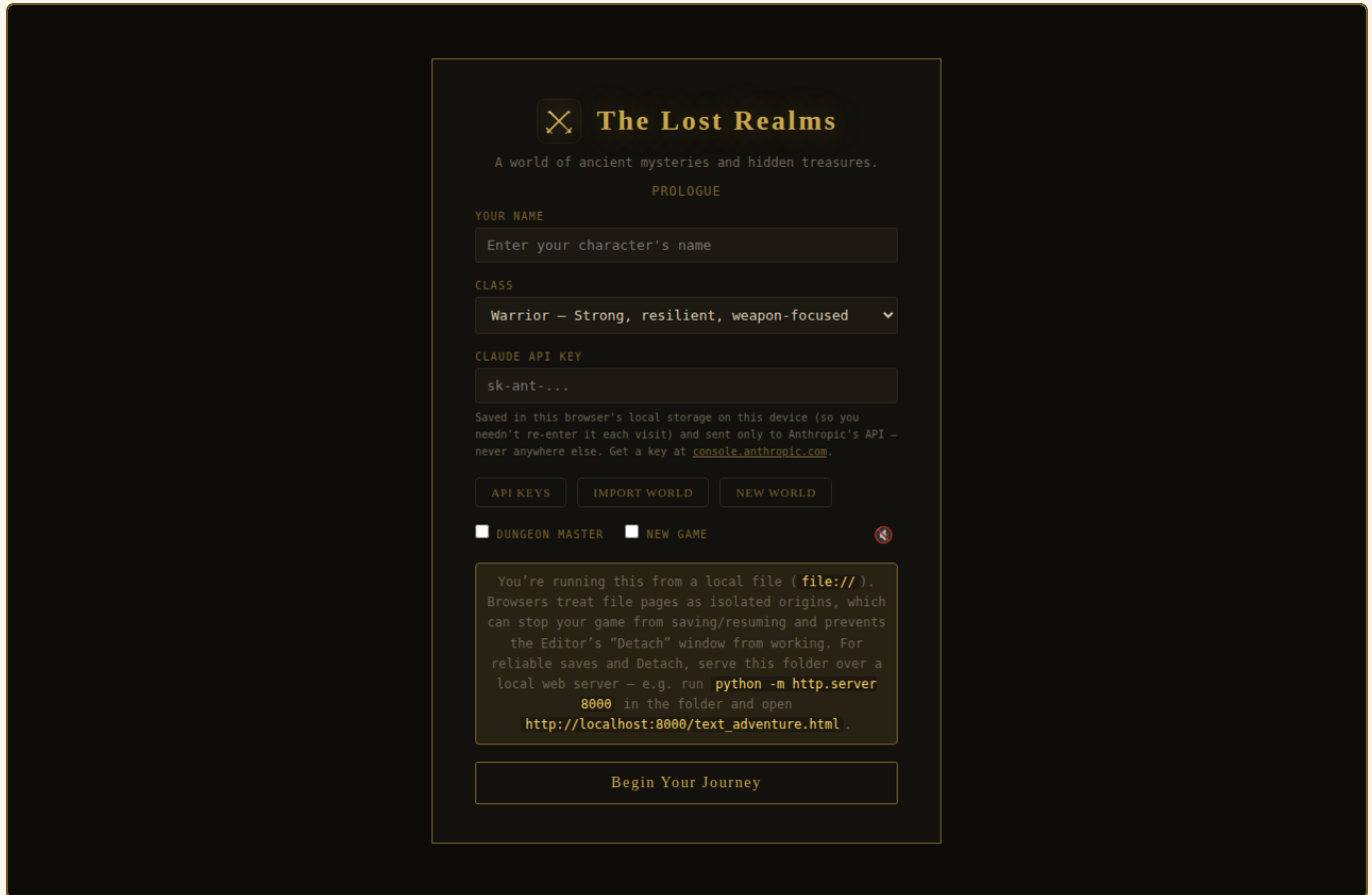
- ♦ **The Player** — you. You explore, converse, fight, and solve, issuing intentions and living with their consequences.
- ♦ **The Dungeon Master** — a human author who builds and edits worlds. Optional, and covered in its own guide (see Appendix B).
- ♦ **The Game Master** — the AI that narrates every turn and turns your fiction into game state. Not a person; the engine of the story.

SPEAK IN INTENTIONS

“Search the altar for anything hidden” works far better than `search altar`. The Game Master understands natural language and rewards curiosity, patience, and role-play.

Getting Started

The title screen shows the world's sigil, its name, and a tagline over a softly looping scene. A **Prologue** link reads the world's opening; a small speaker icon unmutes the background (browsers keep it silent until you ask).



The title screen. Enter a name, choose a class, paste your Claude API key, then begin.

What you enter

- ♦ **Your name** — your character's name (up to 24 letters). Left blank, you become *Traveler*. The small disk button beside it lists your saved games so you can jump between adventures.
- ♦ **Class** — the built-in world offers *Warrior*, *Rogue*, *Mage*, and *Ranger*. An imported world brings its own.
- ♦ **Claude API key** — what consults the AI that narrates. It is stored only in this browser, on this device, and sent only to Anthropic. Get one at `console.anthropic.com`. On some realms this field is simply absent — the key is held for you, and there is nothing to paste.

- ♦ **Model** — a dropdown beneath the key choosing which Claude narrates: **Claude Sonnet 5** (fast and economical), **Claude Opus 5**, or **Claude Opus 4.8** (deeper, more deliberate storytelling). Where a realm holds the key for you, you still choose — from whatever models its keeper allows.

Begin, and never lose your place

Leave *Dungeon Master* and *New Game* unchecked for a normal first playthrough, then press **Begin Your Journey**. When the opening scene appears, type what you want to do and press **Enter**. That is the whole game; the rest is exploration.

Your entire session — location, inventory, world changes, discovered lore, story history, and the clock — is saved continuously to your browser. Refreshing the page drops you straight back in. Logging out keeps your save so you can **Continue** later.

A NOTE ON YOUR KEYS

Keys never leave your device except to reach the service that owns them, and they are **encrypted at rest** in your browser's storage. Treat them like any secret pasted into a web app: prefer the official hosted version, set a spend limit on your Anthropic key, and don't enter keys on a shared computer.

The screenshot shows a dark-themed settings window titled "API Keys". It contains four optional sections for entering API keys:

- POLLINATIONS (OPTIONAL)**: Includes a text input field for "Pollinations token...". Below it, text explains it's used for character portraits via `image.pollinations.ai`, saved in browser storage, and provides a link to `auth.pollinations.ai` for getting a token.
- NANO BANANA PRO (OPTIONAL)**: Includes a text input field for "Nano Banana Pro (Gemini) key...". Below it, text explains it's used for image generation via Nano Banana Pro (Google's Gemini image model), saved in browser storage, and provides a link to `ai.google.dev` for getting a key.
- HIGGSFIELD (OPTIONAL)**: Includes a text input field for "Higgsfield key...". Below it, text explains it's used for image/video generation via Higgsfield, saved in browser storage, and provides a link to `higgsfield.ai` for getting a key.
- ELEVENLABS (OPTIONAL)**: Includes a text input field for "ElevenLabs key...". Below it, text explains it's used for voice/audio generation via ElevenLabs, saved in browser storage.

A yellow "DONE" button is located at the bottom right of the settings window.

Optional keys. Extra provider tokens for image and voice generation — all optional; you can leave them blank.

III

The Screen

The interface is a simple grid: a slim header on top, the story and a sidebar in the middle, a command bar beneath, and a status bar along the bottom.

Header & tabs

The header shows the world's title (left), your current location (center), and an in-world clock, a time-of-day icon, and the logout button (right). Below it, players see five tabs: **Story**, **Character**, **Maps**, **Journal**, and **Compendium**. Three small controls sit at the right end —  to choose which sidebar blocks show,  for settings, and  to hide or show the whole sidebar.

The story & command bar

The Story tab is a scrolling log of the tale so far; older passages load as you scroll up. Beneath it, the command bar carries a  prompt reading “*What do you do?*” — type there and press  to take your turn.

Story-panel tools

A small row of icon buttons sits at the story panel's corner. None of them ever spends a turn:

 Dice bag	Roll the classic polyhedral dice (D4–D20) yourself; the result prints as a note. With one setting on, a short die-roll clip plays as it lands.
 Voice input	Dictate your next move; it transcribes into the box and, once you pause, submits automatically.
 Make a Book	Bind the story so far into an illustrated PDF — verbatim, or retold as a novel (Chapter Twenty).
– / +	Scales only the narrative text, and remembers your size.

The sidebar

Seven collapsible blocks give an at-a-glance read of your situation: **Character** (portrait, name, and HP · MP · XP · WT bars), **Wealth**, **Inventory**, **Magic**, **Items** (on the floor here), **People** (present in the room), and **Exits**. The status bar along the very bottom shows the engine's state, the moon phase, and the in-world date.

How to Play

Every turn has the same rhythm: you describe an intention, the Game Master narrates the outcome and applies its consequences, and the world moves on.

Issuing intentions

Write naturally. Attacking, examining, taking, dropping, using, sneaking, persuading, bartering — there are no special command words. The GM reads your sentence, resolves it against the world's rules and your abilities, and answers in a few vivid sentences.

Clickable links

- ♦ **Exits** appear as clickable links in the scene and the sidebar. Clicking one is exactly like typing `go <direction>`.
- ♦ **Names** of items and people — in the story, sidebar, Compendium, and on the map — open a *detail popup* rather than taking a turn, so you can inspect without acting.

Two kinds of slash

Almost anything you type is a story intention — *unless* it begins with a slash. A slash marks the line out-of-character: handled instantly, with no narration and no time passing.

YOU TYPE	WHO IT REACHES
<i>plain text</i>	The world. Your intention goes to the Game Master.
<code>/ your question</code>	The Field Guide. One slash asks the built-in helper about the <i>app itself</i> — its tabs, buttons, and systems. A bare <code>/</code> opens the full guide. Never touches your story.
<code>// command</code>	The DM console. Two slashes change game state directly (Dungeon-Master-only; a player is simply told it's off-limits).

THE WORLD KEEPS ITS OWN TIME

Time advances continuously — an NPC may have wandered off, or a room read differently, between one turn and the next. The realm does not pause for you (Chapter Fifteen).

Your Character

The **Character** tab opens on your **Profile** sheet, with further subtabs for **Equipment** (Chapter Seven), **Spellbook** (Chapter Twelve), and **Skills** (Chapter Nine). The profile gathers who you are.

The screenshot shows the 'The Lost Realms' character sheet interface. The main window is titled 'The Village Square' and shows a character named Aldara, an Adventurer, Level 1, Warrior, and Dungeon Master. The character's gender is 'Unspecified'. A description reads: 'A stalwart front-line fighter who relies on strength, heavy arms, and raw endurance to carry the day.' The interface includes sections for Background, Vitals (Health, Mana, Experience), and Statues. A request bar at the bottom allows asking the GM for a portrait or background rewrite. The right sidebar shows character details, stats (HP, MP, XP), wealth (Gold, Silver, Copper), inventory (Iron Sword, Health Potion), magic, items (Coin Purse), and people.

The character sheet. Portrait, identity and gender, an editable background, vitals and attributes, and a bar to ask the GM for a portrait or a rewrite.

- ♦ **Portrait** — upload your own, have the GM paint a fresh one (🎨), or enlarge it. You can also just ask in the request bar: *“paint my portrait as a disgraced knight.”* A **Gallery** beneath the sheet keeps every portrait you generate; open one full-size and press **Use** to make it your portrait, or drag a thumbnail straight onto the frame.
- ♦ **Identity** — name, a growing title, level and class, your **Fame** label, your **Alignment**, and **Gender** and **Race** selectors (fed to the GM so it portrays you correctly). Race defaults to *Human* and lists whatever peoples the world defines.
- ♦ **Abilities** — the traits your character *has* rather than has learned, listed together; any granted by your race carry a *Racial* badge. Chapter Ten explains what separates them from skills.

- ♦ **Background** — click-to-edit prose, with a ✨ **Generate** button that asks the GM to write one for you.
- ♦ **Factions, Magic, Skills, Treasure** — compact glances that mirror the fuller views elsewhere in this book.

ALIGNMENT

Your character holds one of the nine classic moral positions, starting at **True Neutral**. You never set it directly — the GM shifts it, quietly and one step at a time, when your *conduct over recent play* shows a durable pattern: repeated mercy or cruelty, keeping or betraying your word, upholding or flouting the law. It is a mirror, not a dial.

Vitals, Attributes & Weight

Four bars track your condition: **HP** (health), **MP** (mana), **XP** (toward the next level), and **WT** (carry weight). Your six attributes are **STR**, **DEX**, **INT**, **WIS**, **CHA**, and **CON**.

Recovering — rest, sleep & camp

Health and mana don't come back on their own; you recover them by taking time to **rest**, **sleep**, or **camp**. Just say what you do ("I rest a while," "I sleep until dawn," "I make camp") and time passes. Each restores *some* of both pools — never a full heal — and the longer you rest, the more you get back, up to each tier's ceiling.

DOWNTIME	DURATION	RESTORES HP & MP	NOTES
Rest	a short while	up to 35%	A quick breather — eases fatigue two stages and keeps your prepared spells; usable twice before you must sleep.
Sleep	a full 8 hrs	65%	Real sleep. Clears a caster's loadout (see below).
Camp	a full 8 hrs	90%	Food & fire — the most restorative. Outdoors only ; clears the loadout.

A short **rest** is a quick pick-me-up: it knocks fatigue down **two stages** (an exhausted adventurer comes back to merely tired) and keeps your prepared spells — but it never fully clears fatigue the way sleep does, and you can rest only **twice** before you must properly sleep or camp to recover further. **Sleeping** or **camping** is a **full night's commitment — a solid 8 hours** — and you only get the recovery once you see it through; a proper camp restores the most, yet even that never fully heals you (that's what potions and healers are for). When you bed down, a pleasing notice shows the hours passing on a little clock. **Camping needs open sky**: indoors, a "camp" becomes an ordinary sleep. And one catch for spellcasters — **sleeping or camping empties your prepared spell loadout** (your mind clears overnight), so you'll re-memorize your spells afterward, which itself takes time. A light rest leaves the loadout untouched. (*A sound sleep can be disturbed by a random encounter — coming soon.*)

Fatigue — the cost of skipping sleep

Downtime isn't optional forever. The longer you go *without* real sleep, the more fatigue drags you down. It appears in your Statuses and dulls your attributes in three stages:

TIME AWAKE	STAGE	TOLL ON YOUR ATTRIBUTES
~18 h	Tired	-1 DEX, -1 INT
~30 h	Fatigued	-2 STR / DEX / INT, -1 WIS
~42 h	Exhausted	-3 STR / DEX / INT, -2 CON

Because these are real attribute penalties, fatigue quietly weakens *everything* — your attacks, your defenses, your skill checks, even how much you can carry. Recovery clears it too: a **rest** knocks fatigue down two stages (but never fully, and only twice before you must sleep), while a full **sleep** or **camp** resets you completely and refreshes your rests. Bed down before a long trek or a hard fight — an exhausted adventurer is a worse one at everything.

Spending stat points

You begin with **three unspent points** to place across your attributes at character creation, and earn **one more** at every level-up. A stat-allocation dialog opens to spend them — raise whichever attributes you like, and confirm once every point is placed.

Three derived values

- ♦ **Armor Class (AC)** — shown at the foot of the attributes, the number an attacker must beat to hit you: base 10 + your DEX modifier, or the base your equipped armor sets, plus any AC bonuses.
- ♦ **Persuasion** — a bonus from CHA that increases the reputation you earn with NPCs.
- ♦ **Fortitude** — a bonus from CON that helps you resist poison, disease, exhaustion, and the hazards of the world.

CARRY WEIGHT & ENCUMBRANCE

Every item has a **weight**, and your capacity is derived from your **STR and CON** — so a strength buff lets you haul more. Carry past your limit and the bar turns red and you become **Encumbered**: demanding feats (jumping, climbing, sprinting, squeezing through a gap) are hindered until you lighten the load. Drop weight and it clears at once.

Attributes drift

Acting in character quietly *trains* your attributes; at a level-up that hidden progress can surface as a permanent *trained* $\pm N$ bonus. Temporary buffs and afflictions show as a *status* $\pm N$ tag and expire against the game clock. Because every check reads your *live* attribute, a blessing or a curse bends your odds automatically.

What You Wear & Wield

Carrying a sword is not the same as holding it. The **Equipment** subtab of the Character tab is where the gear in your pack becomes gear on your body — and where a good deal of your survival is quietly decided.

The eleven slots

Your body offers eleven places to put something: **Head**, **Amulet**, **Armor**, **Clothing**, **Weapon**, **Sidearm**, **Shield**, **Gloves**, **Bracers**, **Ring**, and **Boots**. A world's classes may add their own on top of these — a Mage's **Spellbook** slot is the one every realm ships with, and a field spellbook always settles there rather than competing for a hand.

An item fits *exactly the slots it names*, and nothing is bent to make it fit. That is what lets a two-handed sword be a weapon and only a weapon, while a dagger declares itself both **Weapon** and **Sidearm** — so you may run it as your main arm, or tuck it in the off-hand beside a heavier blade.

WHY IT MATTERS

Equipping is not dressing up. Your **Armor Class** — the number an attacker must beat to land a blow — is base 10 plus your DEX modifier, *or* the base your equipped armor sets, plus any magical bonuses. And when your own blow lands, the dice rolled are the **equipped weapon's**. Gear left sitting in your pack does neither. An adventurer who loots a fine breastplate and never puts it on is exactly as easy to hit as before.

GEAR CAN CARRY GIFTS

Some worn things bring an **ability** with them — a ring that sharpens your hearing, bracers that steady you against fear. Those bonuses arrive when you equip the item and leave when you take it off (Chapter Ten).

Combat & Dice

There is no separate battle screen. Combat is narrated by the Game Master and resolved through the changes it returns — your HP shifting, a foe falling, a status like *bleeding* taking hold, experience awarded. Your class and level inform how hard you hit and how much you can take.

A weapon carries a **Damage** stat of its own — the dice it rolls and the kind of harm it deals — shown on the item much as armour shows its **AC**, and it is the *equipped* weapon's dice that are thrown when your blow lands (Chapter Seven). Whether you throw them yourself is a setting: turn on **Player Damage Rolls** (off by default) and a landed hit opens the dice bag and asks for your weapon's damage instead of the Game Master settling it for you.

When a fight begins the living world slows around it, so a single exchange isn't swallowed by the marching clock. A foe's own abilities, resistances, and temperament shape what it does; a creature may flee, call for aid, or press a wounded advantage.

When a die is asked of you

Some moments hand you the dice. If an action calls for a roll you can make — a saving throw against a trap, a feat of daring — the game surfaces the die and folds your result into the outcome. Saves in particular are always yours to throw, and Chapter Eleven covers them in full. You can also settle anything yourself with the story panel's **Dice bag** (D4 through D20); each roll prints as a note in the tale.



[SCREENSHOT: THE DICE BAG & A SAVING-THROW PROMPT]

FIGHT, FLEE, OR TALK

Not every foe must be met with steel. Fleeing is real (though a heavy pack slows the escape), and many a “monster” can be reasoned, bribed, or frightened off. Read the scene before you draw.

Skills

A **skill** is a proficiency — Lockpicking, Herbalism, Swordsmanship — that sharpens through use. The **Character** › **Skills** subtab shows a card for each: its icon and name, the governing attribute with your *current* modifier, its level and tier (Novice → Master), and an experience bar.



[SCREENSHOT: THE SKILLS TAB — SKILL CARDS WITH TIERS & XP BARS]

Three ways to gain a skill

- ♦ **Born to it.** Every class begins knowing one to three *signature* skills — a Warrior is born to Swordsmanship, a Rogue to Lockpicking, Sneak, and Surprise Attack, a Mage to Spellcasting. A skill-reliant, lightly-armored class carries more of them; a class that tanks through weapons and armor carries just its one. Which skills a class begins with is part of world design, so your **Dungeon Master has the final say** and may adjust them for their world.
- ♦ **Read from a book.** A *book*-type item teaches a skill; carry it and a **Read** button appears (or just tell the GM you read it). Grasping the lesson is **not** guaranteed — it takes an **Intellect check**: roll `d20 + your INT modifier` against the skill's difficulty (a *Skill Study* card shows the roll). Succeed and the skill unlocks and the book crumbles to dust, its knowledge now living on the card. Fail and the book stays in your pack — but you may attempt **each skill only once per character level**, so a missed skill is closed to you until you **level up**, when you can try the book again.
- ♦ **The hard way.** You can learn a skill outside your discipline, but you wield it at a **lesser effect** — a reduced proficiency, marked *off-class* on the card. Some skills are closed to your class outright — a rare few root skills such as Spellcasting among them. There the read is refused with “*These techniques are closed to your discipline,*” and, mercifully, the book is **not** consumed; keep it for a character who can use it.

How a check is rolled

When you attempt something a learned skill covers, the **GM rolls for you**: it sets a difficulty and rolls **d20 + your ability modifier + skill proficiency** against it. One action can trigger several checks at once — picking a lock *and* staying hidden. The reply prints a compact **manifest** of every roll, so the dice are honest and legible, and a success earns that skill experience.

PREFER TO ROLL YOUR OWN DICE?

Settings has an **Auto-roll skill checks** toggle, on by default. Turn it off and the GM stops rolling for you: when an action calls for a check it asks you to roll instead — a *Roll Called For* card names the skill and difficulty and opens the dice bag, and the **d20** you throw is sent back to the GM to settle the outcome. Same odds and manifest either way; only whose hand throws the die changes.

DIFFICULTY	DC	OUTCOME	RESULT
Easy	8	Critical	total $\geq$ DC + 10, or a natural 20 — bonus xp
Moderate	12	Success	total $\geq$ DC
Hard	16	Partial	within 2 below DC — succeeds at a cost
Very Hard	20	Failure	otherwise, or a natural 1
Formidable	25	—	

NO SKILL FOR IT? THE 5% FLOOR

If your action maps to no skill you've learned, the GM simply decides the outcome as fiction — but the door is never fully shut: an unskilled long-shot always keeps a flat **5% chance** of a lucky break. Learning the right skill is how you turn a long-shot into a repeatable ability.

Abilities

A skill is something you *learned*. An ability is something you *have*. Sharp ears you were born with, a climber's grip that runs in your blood, the steadiness a warded amulet lends you while you wear it — none of these were studied, and none of them can be studied. They come with your race, or they are granted by a thing: an equipped item, a spell, a potion, a rare plant.

Because inherent gifts express themselves in particular moments, abilities are almost always **situational**. They read like promises about a circumstance rather than a number on your sheet:

- ♦ “+2 to hearing checks” — a whisper through a door, and nothing else.
- ♦ “+3 climbing on walls” — the cliff face, not the swordplay at the top of it.
- ♦ “advantage persuading merchants” — the haggle, not the zealot.

This is deliberate, and it is the whole point. A blanket “+2 WIS” would sharpen your ears and also every other judgement you ever make, forever. An ability attaches to the check the moment actually calls for and vanishes everywhere else.

Three lanes, kept separate

Your sheet carries three different kinds of thing, and telling them apart makes the rest of this book legible.

	WHERE IT COMES FROM	CAN YOU LEVEL IT?
Skill	Learned — trained, read, practised	Yes — it earns xp and tiers up
Ability	Inherent or granted — race, item, spell, potion, flora	No — the source owns it
Status effect	Applied to you — a potion, a curse, fatigue, a blow	No — and it usually expires

So an ability cannot be learned, unlearned, or levelled. Take off the ring and its gift goes with it; a racial trait, by contrast, is yours for the whole of a life.

Where you see them

The Profile sheet gathers your abilities in their own section, with anything inherited from your race marked by a **Racial** badge. You never have to invoke one, quote one, or remember it at the right moment — the game applies every bonus you are owed, and says so in the roll it shows you.

THEY SHOW UP MOST IN SAVES

An ability that grants a bonus “*to your saving throws*” is folded into every save you make. One that is situational — say “*+2 to saving throws · against fear*” — is added only when the threat genuinely fits. See the next chapter.

Saving Throws

A skill check measures something you *attempt*. A saving throw measures whether you *withstand* what is done to you. A basilisk's gaze, a gout of dragonfire, a lungful of poison gas, a spell reaching for your mind — each of these calls for a save, and none of them waited for you to try anything.

Unlike a skill check, a save is **always yours to roll**. A *Saving Throw Called For* card names what you are resisting and the attribute that governs it, the dice bag opens, and you throw the d20 yourself. From there the arithmetic is the game's, not the Game Master's:

Your total d20 + your governing-stat modifier + any saving-throw ability bonuses that apply

That total is graded on the same ladder skill checks use — Critical, Success, Partial, Failure — and printed as a manifest with the whole formula laid bare, so nothing is hidden and nothing is fudged:

d20 12 • WIS 14 (+2) • Warded Mind +2 = 16 vs DC 15

Because the modifier reads your *live* attribute, a blessing or an affliction bends a save exactly as it bends a check. Fatigue makes you easier to poison without anyone having to remember that it should.

THE ROLL IS YOURS; THE RULING IS THE GAME MASTER'S

A save sits on a clean division of labour. The Game Master reads the moment and settles what only judgement can settle: whether a save is called for at all, which attribute governs it, how hard it is, and whether a situational ability truly bears on the threat. Everything objective then belongs to the engine — you roll, and it does the maths off your real sheet. The Game Master never rolls your save for you, and never quietly adds or drops a bonus.

IN A FIGHT

Saves happen mid-combat too — a creature's special attack may force one. There the save rides the combat dice flow rather than a separate card, but your ability bonuses are folded in just the same, and the adjusted roll is stated.

Spells & Magic

The **Character** › **Spellbook** subtab is your grimoire — spells as cards tagged with their *school*, *level*, and **MP** cost. A scope toggle switches between **Known** (what you’ve learned) and **All** (the whole world grimoire, so you can see every spell and where to learn it).



[SCREENSHOT: THE SPELLBOOK — SPELL CARDS WITH CAST / FORGET]

Open a known spell’s card for its action buttons:

- ♦ **Cast • N MP** — spends the mana and applies the effect. Healing, restoration, and self-buffs resolve mechanically; damage and utility magic are narrated by the GM. Disabled when you’re short on mana.
- ♦ **Forget** — lets a spell slip from memory.

Your **MP** pool is the fuel, regenerating as the world allows. **Magical items** are a distinct kind, filed under the Compendium’s *Magic* tab rather than plain Inventory.

SPELLBOOKS ARE THE ONLY WAY TO LEARN A SPELL

There is no free “Learn” button. Spells are acquired **solely** by reading **spellbooks** — tomes that name the spell(s) they inscribe. Carry one and a **Read** button appears; reading learns every listed spell you don’t know. Unlike a skill book, a spellbook is **never consumed** — it stays in your pack as a permanent reference you can re-read or pass on. Wherever the GM’s narration names a spell or a tome, that name is a clickable link.

Containers, Loot & Traps

Chests, barrels, coffers, a corpse's satchel — the world is full of **containers** that hold other things. Their contents stay hidden until the container is opened, whether you ask in the story (*"open the chest"*) or use the **Open** button on its detail popup.

Locks & taking things

A container may be locked — by a key you must find, a lock you can pick (with the Lockpicking skill), a hidden button, or a seal that yields only to a puzzle. Once it's open, take what's inside by asking (*"retrieve the ring from the chest"*) or with the **Loot** buttons on its popup — and put things back the same way. Treasure you take is filed in your admired *Treasure* trove; everything else lands in your pack.



[SCREENSHOT: A CHEST POPUP — CONTENTS, OPEN & LOOT, A DETECTED TRAP]

BEWARE THE TRAP

Some chests are **trapped** — a needle, a blade, a burst of poison waiting for a careless hand. A trap stays hidden until you find it: a cautious thief *examines* the container for traps first, and a successful Lockpicking check reveals it. Once revealed, you can **disarm** it (a second check, or the popup's **Disarm** button). Open a still-armed chest and the trap springs — so the careful adventurer looks before lifting the lid. This is exactly why examining a chest and opening it are two different acts.

Reputation & Factions

Every NPC holds a numeric opinion of you, shown as a tier. How much they'll tell you — small talk, history, motives, secrets — is gated by how far you've earned their trust.

TIER	SCORE	WHAT IT UNLOCKS
Devoted	≥ 40	Will share their deepest secrets.
Friendly	≥ 20	Shares history and motivations.
Warm	≥ 5	Open and helpful.
Neutral	−4 to 4	Polite, guarded.
Wary	−5 to −19	Reluctant, terse.
Hostile	−20 to −39	Antagonistic.
Enemy	below −39	Attacks on sight.

TREAT NPCs LIKE PEOPLE

Reputation moves with how you speak and act; a high CHA amplifies your gains; and the juiciest lore (and its XP) is locked behind genuine rapport. They are not vending machines.

Factions

The world is threaded with **factions** — guilds, orders, watches, cults. A person may serve one or several, and so, in time, might you (your memberships show as shields on your sheet).

DISCOVERY IS EARNED, NEVER AUTOMATIC

A faction is *not* catalogued the instant you meet a member. Its very existence is a secret the GM keeps until you draw it out — asking an aligned NPC about their duties, reading a banner's meaning, piecing clues together. Until then a guard is just "a guard," never "a member of the Grey Watch." When you earn the reveal, it's woven into the story and recorded in your Journal. If you suspect someone answers to a larger power, ask them — with real interest.

Time & the Living World

The realm runs on its own accelerated clock: roughly **one real-world hour equals one in-world day**. It keeps ticking while you read and type. A new game begins at **09:00 on the 1st of Frostmark, Year 437**.

PERIOD	HOURS	
Dawn 	05:00– 08:00	
Morning 	08:00– 12:00	
Afternoon 	12:00– 17:00	A calendar of twelve months, seven weekdays, and an eight-phase moon (shown in the status bar) turns beneath the surface of every scene.
Evening 	17:00– 20:00	
Dusk 	20:00– 22:00	
Midnight 	22:00– 05:00	

When the period changes, NPCs move to wherever their routine puts them, and if a room truly reads differently at the new hour the scene is reprinted — its title tagged like “*Market Row : Afternoon*,” with fresh banner art where the world provides it. Otherwise you simply see a quiet note: “*◆ It is now afternoon.*”

Your growing record of the world, in ten subtabs: **People, Places, Items, Monsters, Flora, Fauna, Races, Magic, Lore,** and **Factions**. Entries fill in *through play* — entering a room records the place, everyone present, and the notable items underfoot, each filed by its kind; a **Race** card is added the first time you encounter one of the world's peoples.

The Compendium. *Your record of the realm across ten subtabs, filled in as you explore.*

Every other tab fills by *encounter*. **Lore** is different — it is *earned*. A piece appears only when you draw out a specific, hidden part of the world’s history through real conversation and investigation: asking the right questions, earning trust, piecing clues together. Small talk and common knowledge don’t count. When you uncover a piece, a gold “ Lore uncovered” line appears and you’re granted a one-time experience reward — larger for knowledge that was harder to prise loose.

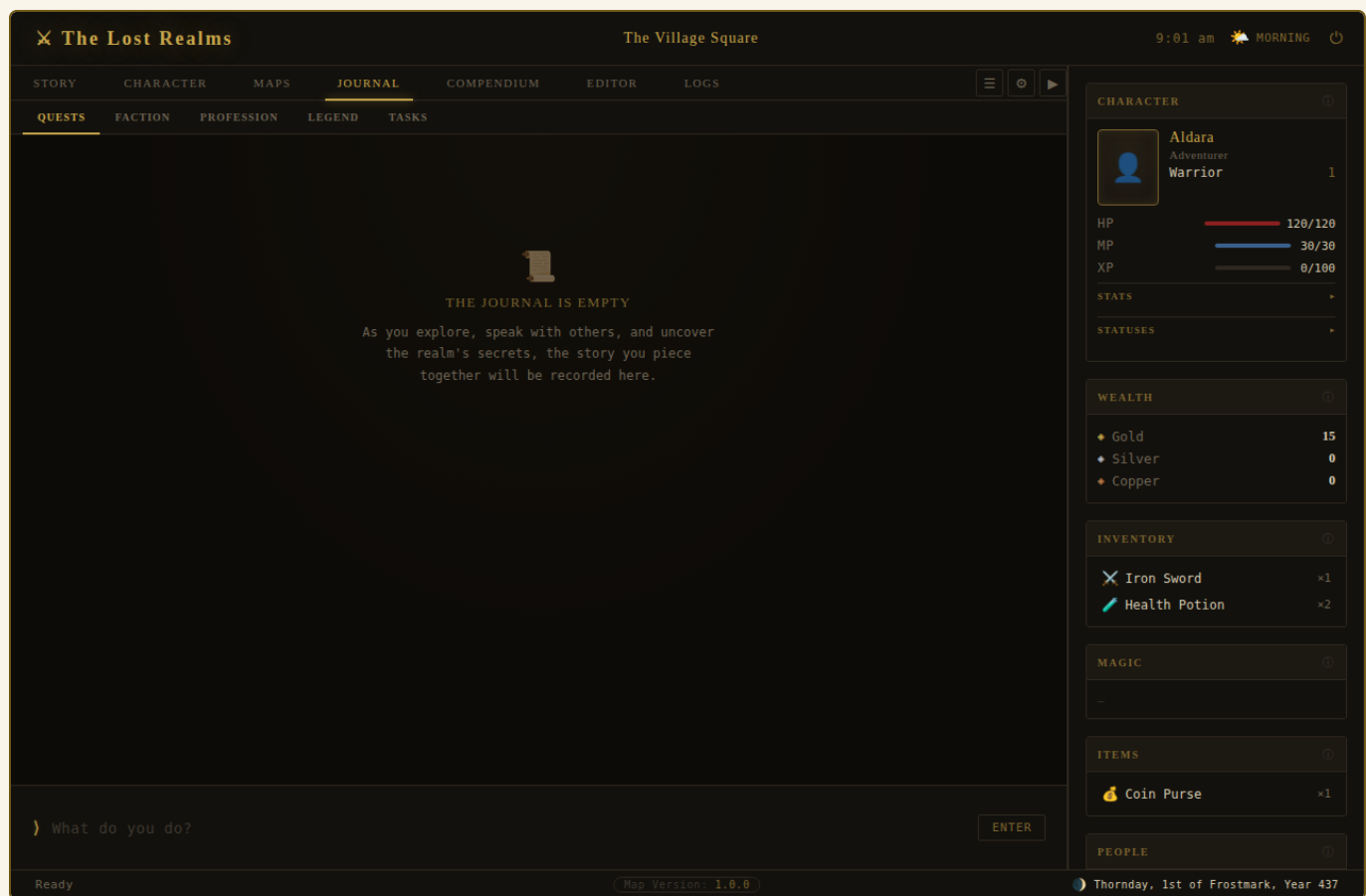
A THING'S OWN SECRET

Beyond the Lore tab, individual items, people, and places can each carry their own hidden history — invisible in their detail popup until unlocked. Examine an object closely, research it, or ask someone who would rightly know, and a gold “ *lore unlocked*” line reveals it. A casual glance never gives it away.

The Journal & Quests

The **Journal** keeps your timelines. **Quests** is a chronological record of the story beats you’ve unlocked, each stamped with its in-world date. **Factions** is a matching timeline of the orders you’ve come to know. **Tasks** tracks the jobs you take on as cards — each showing its giver, what is asked, and its milestones, with a state badge (*Accepted* → *Started* → *Completed*) and the XP it pays out once complete. A toolbar filters, collapses, and imports or exports them.

Legends is where a thread goes once it *ends*. Each resolved arc is chronicled as one dated entry, told in the world’s own voice — as a bard or a chronicler would tell it, not as a tally — carrying the outcome you reached, the renown it earned you, and chips for the spoils it won. Click a spoil and the item or place it names opens. It is the one place your Fame, otherwise a quiet label, is finally written down. (A fifth subtab, *Professions*, waits on a system still to come.)



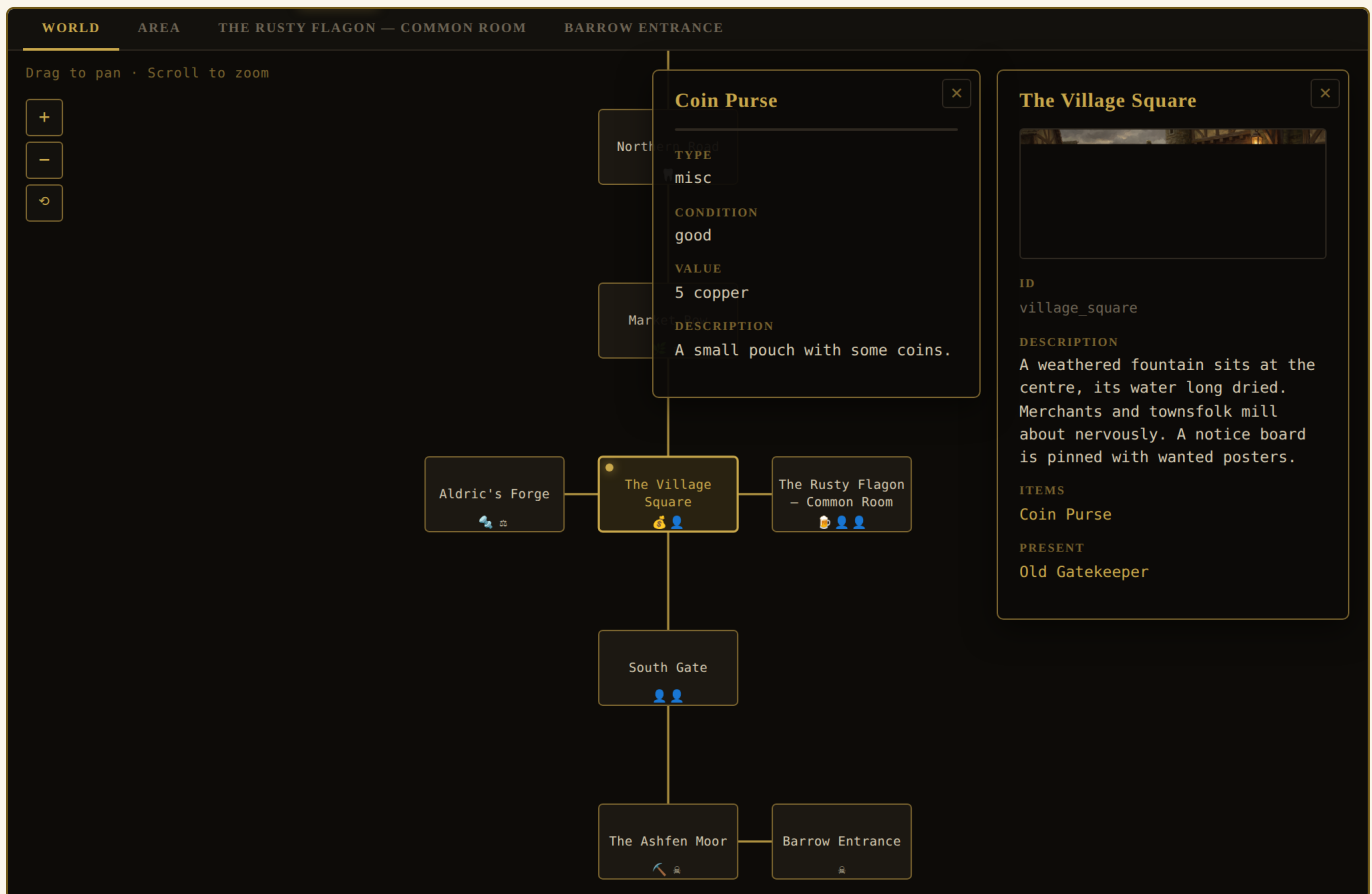
The Journal. *Quests, Factions, Tasks and Legends are the working views — unlocked beats, discovered orders, the jobs you’ve taken on, and the arcs you’ve already brought to an end. All begin empty and fill only as the story surfaces.*

A STORY LIVED, NOT LISTED

There is **no quest list telling you what to do**. Quests are curated threads whose beats stay hidden until you organically satisfy their conditions — helping the right person, reaching a place, earning enough trust. When a beat unlocks it is woven into the narration, and only then does it appear here. You discover the story by living it, not by reading objectives.

Maps

The **Maps** tab draws a node-graph of the places you've *visited* — a **World** overview, a **Region** view showing the map of the area you're currently in, plus a subtab for each interior you've entered. Drag to pan, scroll to zoom, and use **+** **-** **/** **↺** to zoom or reset. Every connection is drawn as a line between rooms, labelled with the direction that joins them.



Two popups side by side. Click a room name to open its popup; click an item or occupant inside it to open that detail beside it — inspect without leaving the room.

Click a **room name** to open the same room popup you see elsewhere; the item and being icons along a node's edge open their own detail popups. Only places you've been are drawn — the graph grows with you.

Settings & Comfort

The  button opens Settings, where you tune the app to taste.

- ◆ **Appearance** — a *Dark / Light* theme for the whole app (the classic parchment-on-black, or ink-on-parchment).
- ◆ **Logout after inactivity** — optional, with a minutes stepper; a timeout returns you to the title screen but keeps your save.
- ◆ **Show dice-roll video** — when on, rolling from the Dice bag plays a short clip of that die tumbling.
- ◆ **Auto-roll skill checks** — on by default, letting the Game Master throw your skill checks. Turn it off and it asks you to roll them instead (Chapter Nine).
- ◆ **Player Damage Rolls** — off by default. Turn it on and your weapon's damage dice are handed to you on every hit that lands (Chapter Eight).
- ◆ **Voice input silence window** — how long dictation waits after you stop speaking before it sends.
- ◆ **Art providers** — pickers for the services that generate images and sound: an *Image AI* for portraits and banners, an *Icon AI* for the small inventory glyphs, and a *Gallery AI* for portrait variations, each with its own model choice.

✕ The Lost Realms

The Village Square

9:01 am MORNING

STORY

CHARACTER

MAPS

JOURNAL

COMPENDIUM

EDITOR

LOGS

≡

▶

The Village Square

A weathered fountain sits at the centre, its water long dried. The morning brings the first bustle – merchants wheel out carts and townsfolk gather, trading wary glances beneath the notice board's fluttering wanted posters.

You notice: [Coin Purse](#).

Present: [Old Gatekeeper](#).

Exits: north, east, south, west.

Speak your intent – the world awaits.

What do you do?

ENTER

Settings

✕

☐ Logout after Inactivity

Timeout

– 15 +

min

HP

120/120

MP

30/30

XP

0/100

STATS

▶

STATUSES

▶

WEALTH

?

♦ Gold

15

♦ Silver

0

♦ Copper

0

INVENTORY

?

✕ Iron Sword

×1

🗡 Health Potion

×2

MAGIC

?

–

ITEMS

?

👛 Coin Purse

×1

PEOPLE

?

Ready

Map Version: 1.0.0

Thornday, 1st of Frostmark, Year 437

Settings. Theme, comfort options, and the art-provider pickers — all remembered across sessions.

Two more controls sit on the tab bar: chooses which sidebar blocks show, and collapses the sidebar entirely. Every block can be folded on its own, and all of it persists.

Bind Your Own Book

When your tale is worth keeping, the story panel's  **Make a Book** button binds it into an illustrated PDF through your browser's *Save as PDF*. Two bindings are offered:

- ♦ **Transcript** — the narration reproduced verbatim, a chapter per scene.
- ♦ **Story** — the Game Master retells your adventure as chapter-based prose that reads like a novel.

Both close with an illustrated appendix of the people, beasts, and relics you met along the way — a keepsake of one journey through the Realms.



The rest of the Realms waits only for you to speak your intent.



Quick Reference

Reputation tiers

TIER	SCORE	TIER	SCORE
Devoted	≥ 40	Neutral	−4 to 4
Friendly	≥ 20	Wary	−5 to −19
Warm	≥ 5	Hostile	−20 to −39
		Enemy	below −39

Skill-check difficulty

EASY	MODERATE	HARD	VERY HARD	FORMIDABLE
8	12	16	20	25

total = d20 + ability modifier + skill proficiency. Critical at DC + 10 or a natural 20; a natural 1 always fails; no learned skill keeps a flat 5% chance.

Saving throws

*total = d20 + governing-stat modifier + any saving-throw ability bonuses that apply. Graded on the same ladder as skill checks. Always yours to roll; the Game Master decides **if** and **how hard**, the engine decides **how it lands**.*

Equipment slots

Head · Amulet · Armor · Clothing · Weapon · Sidearm · Shield · Gloves · Bracers · Ring · Boots — plus any a class adds (a Mage's Spellbook). Equipped armor sets your AC base; the equipped weapon supplies your damage dice.

The day's six periods

DAWN	MORNING	AFTERNOON	EVENING	DUSK	MIDNIGHT
05–08	08–12	12–17	17–20	20–22	22–05

Coin

1 gold = 10 silver = 100 copper.

The two kinds of slash

plain text

Your intention, spoken to the world (the Game Master).

/

A question for the Field Guide about the app. A bare / opens the guide.

//

The Dungeon Master's console (authors only).



The Two Masters

Two “masters” stand behind every game, and this handbook keeps them strictly apart.

- ♦ **The Game Master (GM)** is the AI — Claude — that narrates each turn and turns your fiction into game state. It is not a person; it is the engine of the story, and it is what your intentions speak to.
- ♦ **The Dungeon Master (DM)** is a human author who builds and edits worlds — their rooms, beings, items, quests, and lore — and can forge whole new realms. Becoming one is as simple as checking a box on the title screen; there is no password.

Authoring is a craft of its own, with its own tools and its own guide. If you want to shape worlds rather than wander them, the in-app **Field Guide** (a bare ) carries the full Dungeon Master and Game Master reference. This handbook is for the road, not the workshop.

The Lost Realms · Player’s Handbook · First Edition. An accompaniment to the in-game Field Guide; screenshots and cover art are placeholders where marked.