

54 Icons RPG Die



How to Play

Roll the die to generate random story elements, encounters, loot, or actions. Each icon represents a different concept that you interpret creatively.

Use a single roll for quick inspiration, or combine multiple rolls to build deeper scenes.

- One roll → idea
- Two rolls → interaction
- Three rolls → full scene

No strict rules — creativity is the mechanic.

How to Interpret Icons

Each icon is intentionally flexible. A symbol can represent a literal object, an action, a theme, or even a mood. For example, a “Sword” could mean combat, danger, a warrior, or a difficult choice. Interpret results in a way that best fits your story or game situation.

Ways to Use the Die

- Game Master Tool: Roll during play to introduce unexpected events, twists, or rewards.
- Player Inspiration: Use rolls to guide decisions, actions, or character development.
- Solo Play: Replace random tables and generate full adventures using only the die.

Combining Results

Multiple rolls can be combined to create richer outcomes. For example:

- A character + a location + an event
- A treasure + a danger
- A social encounter + a hidden motive

Optional Rules Ideas

You can assign meanings to categories for more structured play:

- Combat icons = threats or obstacles
- Treasure icons = rewards or goals
- Social icons = NPC interactions
- Fate icons = twists or story changes

You can also roll at specific moments, such as entering a new area, meeting a character, or resolving an action.

Use the die as loosely or as strictly as you like — it adapts to your style of play.

Icons:

Combat / Danger



(1) Sword



(2) Crossed swords



(3) Shield



(4) Skull



(5) Dragon head



(6) Claw



(7) Fire



(8) Lightning



(9) Explosion

Magic



(10) Wand



(11) Spell star



(12) Magic circle



(13) Portal



(14) Crystal ball



(15) Rune stone



(16) Arcane eye



(17) Moon



(18) Sun

Adventure



(19) Map



(20) Compass



(21) Boot tracks



(22) Mountain



(23) Cave



(24) Bridge



(25) Key



(26) Lock



(27) Door

Treasure



(28) Gold coins



(29) Gem



(30) Crown



(31) Treasure chest



(32) Ring



(33) Chalice



(34) Scroll



(35) Potion



(36) Bag of gold

Fate / Story



(37) Question mark



(38) Hourglass



(39) Fate wheel



(40) Mask



(41) Broken sword



(42) Blood drop



(43) Storm cloud



(44) Banner



(45) Crowned skull

Social / NPC



(46) King



(47) Merchant



(48) Guard helmet



(49) Bard lute



(50) Priest symbol



(51) Tavern mug



(52) Handshake



(53) Whisper mask



(54) Eye