OCCULT WHIMSY GOTHIC - PALETTE SHEET

Muted gothic materials with small whimsical magic pops. Heavy ink outlines, aggressive cross-hatching, worn textures.

Readability: player = teal/cyan, enemies = blood/moss. Keep bright accents tiny. Use 3 value steps per material; let hatching do the rest.
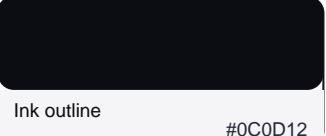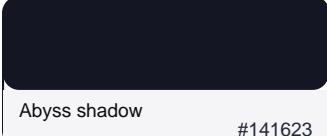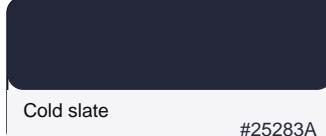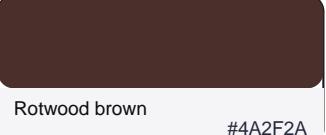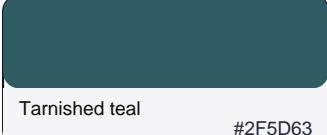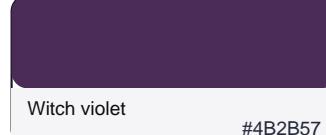
CORE (12)

Universal materials + anchors. Build forms with 3 values; let ink and cross-hatching carry the grit.

Ink outline #0C0D12	Abyss shadow #141623	Cold slate #25283A	Weathered iron #3B3F52
Dust gray #6E7386	Bone #D2C8BC	Parchment #EFE6D8	Rotwood brown #4A2F2A
Rust ochre #8A5A3C	Dried blood #6A2430	Grave moss #4A6A4E	Tarnished teal #2F5D63
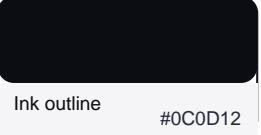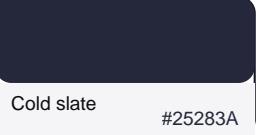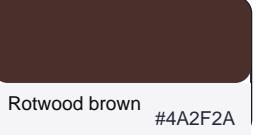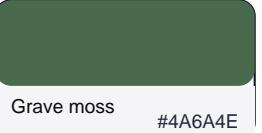
PLAYER IDENTITY (recommended set)

Identity reads as teal/cyan. Use teal for trim and cues; cyan for spell cores and utility. Violet is rare.

|			
Ink outline #0C0D12	Abyss shadow #141623	Cold slate #25283A	Weathered iron #3B3F52
Rotwood brown #4A2F2A	Tarnished teal #2F5D63	Ghost cyan #6CC7C2	Witch violet #4B2B57
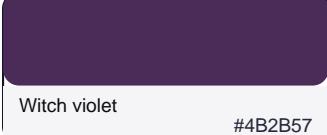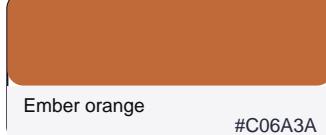
ENEMY IDENTITY (recommended set)

Identity reads as blood/moss. Blood for aggression; moss for blight/undead. Chartreuse is elite warning only.

Ink outline #0C0D12	Abyss shadow #141623	Cold slate #25283A	Weathered iron #3B3F52	Rotwood brown #4A2F2A
Rust ochre #8A5A3C	Dried blood #6A2430	Grave moss #4A6A4E	Acid chartreuse #8BC45A	Ember orange #C06A3A

FX POPS (use sparingly)

Tiny pops only (usually under 10% sprite area). Tint shared elements (like fire) toward the owner.

Ghost cyan #6CC7C2	Witch violet #4B2B57	Ember orange #C06A3A	Acid chartreuse #8BC45A

Tip: use Ink/Abyss for linework + occlusion. Reserve Parchment for UI and brief flashes (no pure white).