

Crimson Eclipse: RPG Architect Prompt Library

GLOBAL HEADER (Prepend to all prompts):

RPG Architect tileset, pixel art, 48x48 tile grid, crisp clean details. JRPG gothic dark sci-fi fantasy style, seamless tile edges, game-ready. No UI, no labels, no logos, no extra borders. Canvas size: multiples of 48. Transparent background for decor/special sheets.

LOCATION: VEL SAHRAD (HUB CITY)

[T] - Terrain & Liquids

Murky river water, oily canal water with gaslamp glows. Wet cobblestones, brick pavements, dock planks, muddy alleys, tram tracks, manhole covers.

[W] - Walls & Structures

Tall brick/brownstone townhouses, slate roofs, Tudor/Victorian facades, factory facades with smokestacks, industrial pipe-walls, stone gatehouses.

[D] - Decor & Props

Gas streetlamps, pub signs, benches, crates, barrels, market stalls, dock bollards, rope coils, pigeons, trash bags.

[S] - Special & Faction Assets

Chor'Kaht shrines, echo-crystal pedestals, resonance pylons, Guild signage, broken portals, large monuments.

LOCATION: XOCH'ZAN JUNGLE

[T] - Terrain & Liquids

Shallow jungle streams, dark foliage pools. Packed earth, root-tangled soil, mossy paths, temple floor tiles, engraved glyph panels.

[W] - Walls & Structures

Stepped stone temples, overgrown shrines, jungle outpost huts, carved stone walls with faces, vine-draped cliffs.

[D] - Decor & Props

Modular jungle trees, ferns, bushes, hanging vines, stone totems, idol statues, green-fire braziers, bone piles.

[S] - Special & Faction Assets

Massive broken idol head/hands, sealed vine-knot gates, ritual story altars.

LOCATION: GARN CALADRUN (EARTH DUNGEON)

[T] - Terrain & Liquids

Subterranean pools, glowing mineral water trickles. Cracked earth, fossil soil, hexagonal stone plates, crystal-veined rock.

[W] - Walls & Structures

Rock shrines, pillared earth temples, rough cave walls with ore, chiseled block walls with runes.

[D] - Decor & Props

Stalagmites, stalactites, boulders, crystal spikes, wooden support beams, movable stone blocks, rotating rune pillars.

[S] - Special & Faction Assets

Giant sealed earth sigils, earth golem statues, floating rock fragments.

LOCATION: PELMARA COAST (WATER)

[T] - Terrain & Liquids

Open sea water, shallow surf, tidepool rocks. Dry/wet sand, pebbles, harbor stone quays, dune grass.

[W] - Walls & Structures

Fisher cottages, boathouses, lighthouse facades, layered sea cliffs, mossy seawalls.

[D] - Decor & Props

Boats, rowboats, anchors, buoys, fishing nets, crates of fish, palm trees, seaside market stalls.

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[S] - Special & Faction Assets

Broken sea-statues, ceremonial dock altars, water sigil circles.

LOCATION: KHENENU DEEP (DUNGEON)

[T] - Terrain & Liquids

Abyssal flows, glowing trench water, algae-slick stone, flooded mosaics, coral-covered tiles.

[W] - Walls & Structures

Sunken temple facades, seaweed-draped pillars, crumbling coral walls, barnacled columns.

[D] - Decor & Props

Kelp, coral fans, anemones, sunken chests, ancient tablets, barnacled braziers.

[S] - Special & Faction Assets

Giant chained idols, abyssal chasm gates, monolith circles.

LOCATION: SKÝTHENOS CLOUD CITY (AIR)

[T] - Terrain & Liquids

Sky fountains, thin streams falling into clouds. Marble plaza tiles, cloud-bordered platforms, sky bridges.

[W] - Walls & Structures

Columned marble temples, palatial facades with balconies, sky-cliffs dropping into void, friezes.

[D] - Decor & Props

Benches, sky-tree planters, banners, winged guardian statues, sacred braziers.

[S] - Special & Faction Assets

Central sky spire fragments, massive entrance gates, floating ring-structures.

LOCATION: SKÝVALDR CLIFFS (DUNGEON)

[T] - Terrain & Liquids

Narrow cliffside waterfalls, dripping streams. Cracked stone paths, rope-bridge floors, runic platforms.

[W] - Walls & Structures

Stone outpost facades, wind shrines carved into rock, sheer rock faces with overhangs.

[D] - Decor & Props

Rope bridge rails, support posts, windmills, spinning fans, wind glyph pillars.

[S] - Special & Faction Assets

Giant wind altar multi-tiles, broken sky elevator parts.

LOCATION: IMENTHI REACH (DESERT)

[T] - Terrain & Liquids

Oasis pools, irrigation channels. Smooth sand, rippled dunes, caravan tracks, baked riverbeds.

[W] - Walls & Structures

Flat-roofed domed houses, temple fronts with obelisks, sandstone canyon walls, tomb reliefs.

[D] - Decor & Props

Tents, canopies, market stalls, clay jars, palm trees, cacti, obelisks.

[S] - Special & Faction Assets

Massive half-buried statue pieces, monumental gates.

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LOCATION: VOLKHETH SÁRMAAR (FIRE DUNGEON)

[T] - Terrain & Liquids

Slow lava rivers, bubbling lava pools. Black basalt plates, charred stone with ash, metal grates over lava.

[W] - Walls & Structures

Iron-braced fortress facades, fire temple fronts, jagged basalt walls with lava veins.

[D] - Decor & Props

Braziers, fire jets, lava spouts, hanging chains, hooks, cages, spiked fences.

[S] - Special & Faction Assets

Giant central fire altars, molten pillars, ember swirl magic.

LOCATION: VAL DUVRA (RURAL)

[T] - Terrain & Liquids

Gentle rivers, village canals. Cobblestone streets, grass fields, vineyard rows, farm soil.

[W] - Walls & Structures

Two-story houses with shutters, vineyard barns, manor fronts, terrace retaining walls.

[D] - Decor & Props

Cafe tables, flower boxes, market carts, grape vine rows, hay bales, plows.

[S] - Special & Faction Assets

Chess piece statues, bell towers, fountain landmarks.

LOCATION: SANCTUM OF HOLLOW WINDS (FACTION)

[T] - Terrain & Liquids

Reflective ritual pools, swirling sacred water. Polished stone tiles, glass-like floors, choir platforms.

[W] - Walls & Structures

Organ fronts, altar facades, stained-glass windows, vaulted arches.

[D] - Decor & Props

Lecterns, candle stands, music stands, hanging elemental banners, wind chimes.

[S] - Special & Faction Assets

Central ritual dais, giant wind organ pipes.

LOCATION: VAULT OF HOLLOW GOLD (SIN: GREED)

[T] - Terrain & Liquids

Molten gold pools, toxic sludge variants. Gold-inlaid stone, coin-strewn floors, heavy iron grates.

[W] - Walls & Structures

Massive vault doors, safe deposit walls, gold-paneled structural walls, gold vein walls.

[D] - Decor & Props

Mounds of gold coins, treasure chests, gold bars, safes, lockboxes, tripwire posts.

[S] - Special & Faction Assets

Giant central vault mechanisms, monumental greed statues.

LOCATION: CRIMSON MIRAGE TEMPLE (SIN: LUST)

[T] - Terrain & Liquids

Rippling indoor pools with rose reflections, mirage patterns. Silky carpets, mirror-floor tiles.

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[W] - Walls & Structures

Curved walls with alcoves, lattice windows, archways with bead curtains, mirror-panel walls.

[D] - Decor & Props

Cushions, divans, draped fabrics, canopies, standing mirrors, illusory silhouettes.

[S] - Special & Faction Assets

Grand central ritual pools, massive veiled statues.

LOCATION: MAW OF ENDLESS BLOOM (SIN: GLUTTONY)

[T] - Terrain & Liquids

Thick golden honey liquid, plant sap pools, digestion pits. Fleshy plant carpets, root mats.

[W] - Walls & Structures

Stone dining halls with vines, root-wrapped archways, fleshy plant tunnel walls.

[D] - Decor & Props

Overloaded feast tables, carnivorous plants, spore clouds, rotten food heaps.

[S] - Special & Faction Assets

Enormous plant maws, giant feast tables.

LOCATION: GARDEN OF WITHERED LIGHT (SIN: SLOTH)

[T] - Terrain & Liquids

Stagnant algae-choked ponds. Cracked flagstones, faded grass, bare dirt, sunken benches.

[W] - Walls & Structures

Crumbling gazebos, broken glasshouse fronts, old stone walls with dead vines.

[D] - Decor & Props

Dead trees, wilted bushes, broken lanterns, cobweb overlays, dust clouds.

[S] - Special & Faction Assets

Large withered tree centerpiece, heart-beacon altars.

LOCATION: FORTRESS OF BROKEN VOICES (SIN: WRATH)

[T] - Terrain & Liquids

Resonating fluid pools. Cracked black stone floors, resonance circle patterns, sound-inscribed tiles.

[W] - Walls & Structures

Tower facades with horn protrusions, bastion fronts, walls with speaker-runes.

[D] - Decor & Props

Hanging bells, gongs, drums, resonance pillars, PA-horn structures.

[S] - Special & Faction Assets

Massive broken bell pieces, central echo chambers.

LOCATION: MIRROR SANCTUM (SIN: ENVY)

[T] - Terrain & Liquids

Perfectly reflective pools. Polished mirror tiles, prism crystal tiles, eye-motif mosaics.

[W] - Walls & Structures

Crystal-fronted halls, faceted prism walls, walls with inset watching eyes.

[D] - Decor & Props

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Standing mirrors, mirror shards, silhouettes of clones, eye sigils.

[S] - Special & Faction Assets

Giant central mirrors, mirror maze overlays.

LOCATION: THE ECLIPTIC THRONE (PRIDE/CROWN)

[T] - Terrain & Liquids

Starfield liquid with constellations. Astral floor patterns, celestial marble, void bridges.

[W] - Walls & Structures

Monolithic throne facades, crown-motif pillars, cosmic walls with galaxy swirls.

[D] - Decor & Props

Floating star fragments, ethereal banners, celestial spheres.

[S] - Special & Faction Assets

The Ecliptic Throne itself, cosmic gateway portals.