

I tried to avoid RNG as much as possible, but a few of these ending are still locked behind it. I don't think I missed any, but I was going by memory so it's completely possible I did.

Saltus Forest game overs

1. Wolf game over 1: Either use the Fyreball Spell on the Training Dummy or type "Look at Forest" "Look at Eyes" "Look at Wolf"
2. Wolf game over 2: After Acquiring the Fireball Spell use it on Solace's House while he is around.
3. Lina game over 1: Too many ways to cover. Just lose the fight against her and do nothing until it triggers. Different forms have different variations, but they all lead to Lina in werewolf form at her house.
4. Lina game over 2: Same as the above, but when she reaches her home don't stop struggling. Whether you get this ending or not is RNG.
5. Lina game over 3: Finish the Lina fight by doing nothing for 10 turns and then attack her with any spell the next time you see her.
6. Myobu game over 1: Speak to her and keep choosing the new prompts until it triggers.
7. Myobu game over 2: Return to the Ominous Clearing after defeating Lina and do the same thing from game over 1. Note: Lina must be defeated or Myobu won't appear here.
8. Myobu game over 3: Use the Water Spell on Myobu at any point.
9. Myobu game over 4: Use the purple gem on Myobu at any point.
10. Myobu game over 5: Use the purple gem on yourself in the ominous clearing and then speak to Myobu.
11. Myobu game over 6: Use the purple gem on yourself in the ominous clearing and then try to leave.

Tref Town game overs

12. Chimera game over 1: Lose to the Chimera while its health is 15 or above.
13. Chimera game over 2: Lose to the Chimera while its health is between 8 and 14 and then don't struggle free.

14. Chimera Game over 3: Lose to the Chimera while its health is between 1 and 7 and then do nothing.
15. Chimera game over 4: Repeat Game over 3 and then repeatedly struggle. Whether you get this ending or not is RNG.
16. Shopkeeper game over 1: Take the Wind Spell without paying and use it at any time outside of the shop.
17. Shopkeeper game over 2: Take the Wind Spell without paying and then return to the shop while your inventory contains the thief's note.
18. Shopkeeper game over 3: Take the Wind Spell without paying and then return to the shop while your inventory contains the gryphon feather, but does not contain the thief's note or D rank adventuring card.
19. Gryphon game over: Lose the fight or wait 10 turns.
20. Gryphon game over 2: Pick the fight while grouped with Soul's adventuring party after Myobu has departed. And then lose.
21. Thief game over 1: Lose the fight and then do nothing or struggle until a message that starts with C.
22. Thief game over 2: Lose the fight and then struggle until a message that starts with P. Whether you get this ending or not is RNG.
23. Thief game over 3: Lose the fight and then struggle until a message that starts with M. Whether you get this ending or not is RNG.
24. Thief game over 4: Lose the fight and then struggle until a message that starts with R. Whether you get this ending or not is RNG.
25. Rat game over 1: Requires Quest: Rats in the Basement. Lose the fight while all 3 rats are still alive.
26. Rat game over 2: Quest: Rats in the Basement. Lose the fight while 2 rats remain.
27. Rat game over 3: Quest: Rats in the Basement. Lose the fight when only a single rat is still alive and then don't escape.

Path to Sabaku Desert game overs

28. Blink game over 1: Ignore your bad feeling when leaving Tref Town and keep going instead of turning back.

29. Kobolds game over 1: Sleep under the tree next to the river without having tried to cross yet after choosing to fight the thief back in the inn.

30. Kobolds game over 2: Sleep under the tree next to the river without having tried to cross yet after choosing to join the thief and his group back at the inn.

31. Kobolds game over 3: Attempt to flee after they attack while grouped with the adventuring party. Different exits have different variations, but they all lead to the same scene.

32. Kobold's game over 4: Lose the fight while grouped with the adventuring party. It doesn't matter how many kobolds you defeat first. It will always funnel into the same scene.

33. Kobold's game over 5: Lose the fight while traveling solo.

Antrum Cave game overs

34. Bear game over 1: Requires Quest: Recover the Pendant. Lose the fight with the bear while grouped with the adventuring party.

35. Bear game over 2: Requires Quest: Recover the Pendant. Lose the fight with the bear while traveling alone.

36. Treasure room game over 1: Go ahead. Open the box. Solo only.

37. Treasure room game over 2: Use a loud spell in the treasure room while traveling with the adventuring party. Only triggers if the bear isn't defeated yet.

38. Treasure room game over 3: Use a loud spell in the treasure room while traveling alone. Only triggers if the bear isn't defeated yet.

Sabaku Desert game overs

39. Sandworm game over 1: Attempt to cross the desert... Wait. What?... Why are you here? That's not my game over! Where'd my sandworm go?!

39. ??? You're already past the completed part of the game. I don't actually know what this one is...

40. Oh good. I found my sandworm.