
Solo Crusade

Ver 1.1
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Solo Crusade is a simple set of rules to play a solo adventure with your favourite RPG. The underlying idea is very simple: one or more pools of "tiles" are used to represent the map, the encounters, the events and in general every possible obstacle/help during your quest.

Using a pool of tiles rather than simply roll some dices to create the adventure has a some major of advantages

- visual representation of your travel: the tiles played on the table are much more "satisfactory" than a never-ending sequence of dice rolls.
- Better control of the random factor: you can have tiles that can be drawn only once, tiles that are replaced when played

Game material

- Your favourite RPG rules (www.opengamingfoundations.com has everything you need)
- Paper and pencil
- A good number of tiles

To create the tiles I personally use 3x3 cardboard counters where I paint a simple icon: with this technique I can add tiles very quickly and at zero cost. Alternatively you can use create some images with your computer or re-use old CCG cards.

Character creation and advancement

You can choose any character you like: only a small list of skills will be used (Climb, Search, Wilderness Lore, Jump, Gather Information) so you should reduce the skill points available.

For the advancement you can use the CR of the monsters and traps: another mechanism is to set a fixed XP value for each adventure.

Pool composition

Normally the adventure include one basic pool (Travel Pool) that represent the terrain you're moving trough: this pool include

- basic terrain (ex: Plains)
- encounters
- help (ex. healer)
- interesting places (village, market)
- obstacles
- the destination of the travel
- an intermediate location

Each adventure will describe the exact nature of the tile: as an example one Obstacle could be represented by a "Wrong Path" tile where you must test your scout skills to progress in the adventure or suffer the negative effects.

Basic terrain tiles roughly represent 1 day of travel without specific encounters: these tiles make possible to heal (at the usual rate) and eventually camp (spending more than one day on a place without travelling - needed to heal quickly). Some basic terrains can include a side effect: as an example on a

Encounters can be fixed (a tile represent a specific foe) or random: in this case you can have a specific pool that include the different enemies or use a dice to generate a random enemy.

Obstacles normally will need a skill check (climb, search, dex) to avoid them: if the skill check is not successful you will suffer a negative outcome, normally a loss of hit points (wound, disease, poison) or a forced reshuffle of the tiles already played.

Intermediate locations are used to create a longer path to the final destination: in this case at the first reshuffle the Travel Pool will include the intermediate location and not the final destination. When you reach the intermediate location you remove this tile, put the final destination tile on the Travel Pool, reshuffle the pool and continue your travel. A typical intermediate location is the "Stair" tile on a dungeon: every time you reach a Stair tile you can go down one level in the dungeon (where enemies will be stronger and treasures richer); depending on the depth of your dungeon you will have to draw a number of Stairs tiles (going trough the pool obviously) before meeting the Dungeon Boss.

Leaving an adventure

You leave the adventure normally to fully recover your health without the need for camping or if you want to equip yourself. Since you're supposed to follow the same path backward (and now you know the obstacles on the way home) you don't need to draw any tile: some adventures will allow to leave the quest automatically while sometimes you will need to check for any encounter on the way home.

Healing

You can normally heal at the standard rate only on the basic terrain tiles: you can alternatively camp on the same tiles to speed up the healing with less risk. Each adventure define the probability of an encounter while camped.

Adventure format

I will use the d20 rules as a base for the Encounters, Traps and Treasure.

Skill checks: a skill check is written in the following format

Skill Name (DC)

Where DC is the standard Difficulty Class of the d20 rules. As usual, to pass a skill check roll 1d20 and add the skill value: this value must be greater or equal to the DC.

Reshuffles: a formula R(x) means that you must take at least x played tiles, put them on the relative pool and reshuffle. R(*) means that all the tiles must be reshuffled. Unless specified otherwise the selected tiles must include, if possible, at least one encounter or obstacle tile; unless specified otherwise you cannot choose a "positive" tile.

Adventure #1 The wilderness (lev.1)

Pool #1 (Travel)

#	Icon	Description
7	Plain	
2	Obstacle	Climb(10) or R(3)
2	Encounter	roll on the encounter table
1	Wrong Path	Wilderness Lore (10) or R(*)
1	Bandit Camp	Final destination: 1 Bandit Leader + 1d3 bandits
1	Trail Lost	Wilderness Lore (8) or R(*)
1	Recent tracks	Intermediate location - replace with Bandit camp and R(*)

At the adventure start remove the Bandit Camp tile: when the Recent tracks tile is drawn replace it with Bandit Camp and reshuffle.

Healing and camp are only possible in the Plain tiles.

Camp

Roll 1d6: on a result of 6 you face 1d2 bandits. Add +1 to the roll for every consecutive day spent without travelling.

Leaving the Wilderness

You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Wilderness.

Encounter Table (1d10)

- 1: Bandit
- 4: Darkmantle
- 5-6: Viper
- 7-8: Wolf
- 9: 1d3 bandits
- 10: Boar*

* Boar charge: if the initiative roll of the Boar is twice or more your roll then the Boar gain a +3 on the first attack and double any damage.

Treasure

Only bandits have a treasure: roll on the Level 1 treasure table for Coins and divide by 10 the result.

Once on the Bandit camp you can roll for a full Level 1 treasure plus a roll the full gold (this represent the Leader gold).

Adventure #2 The Hobgoblin forest (lev 1)

Pool #1 (The forest)

#	Icon	Description
10	Forest	
2	Encounter	Roll on the encounter table
1	Trap(Pit)	Search(10) or 1D6 hits
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

Pool #2 (The Lair)

#	Icon	Description
7	Empty	(corridor or empty room)
2	Trap(Pit)	Search(10) or 1D6 hits
1	Dead End	R(*)
1	Main Room	Final destination. Roll 1d6:
	1-4	hobgoblin
	5	2 Hobgoblin
	6	3 Hobgoblin

If the first tile drawn is the Main Room take another tile, put the Main Room back on the pool and reshuffle.

Encounter Table (1d8)

- 1-4: Hobgoblin
- 5: Darkmantle
- 6-7: Goblin
- 8: Dire Wolf

Treasure

No treasure for the enemies in the forest: roll once for a standard treasure once in the Main Room of the Lair.

Camp (only on the Forest tiles)

Roll 1d6: on a result of 6 you face 1 hobgoblin. Add +1 to the roll for every consecutive day spent without traveling.

Leaving the Forest

You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Forest.

Adventure #3
The Hobgoblin forest (lev 2): the hunt for the tribe

Pool #1 (The forest)

#	Icon	Description
10	Forest	
3	Encounter	Roll on the encounter table
1	Trap(Pit)	CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 15)
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

Pool #2 (The Lair)

#	Icon	Description
10	Empty	(corridor or empty room)
2	Trap(Pit)	CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 15)
1	Dead End	R(*)
2	Encounter	Roll 1d6: 1-4 1d2 Hbgoblins 5-6 1d3+1 Hobgoblins
1	Secret Passage	Search(DC 10): if successful take the next 2 tiles and - skip one of the tiles and use the other OR - use both tiles in the desired order
1	Stair	Replace with Main Room and R(*)
1	Main Room	Final destination. 1 Hobgoblin leader, 1 Ogre, 1d3 Hobgoblins

When entering the Lair remove the Main Room tile: when the Stair tile is drawn replace it with Main Room and reshuffle.

If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle.

Encounter Table (1d8)

- 1-3: Hobgoblin
- 4: 2 Hobgoblins
- 5: Darkmantle
- 6-7: 1d3 Goblins
- 8: Dire Wolf

Treasure

No treasure for the enemies in the forest and in the Dungeon: once on the Main Room roll once for a Level 2 treasure and once for a Level 1.

Camp (only on the Forest tiles)

Roll 1d6: on a result of 5-6 you face 1d3 hobgoblin3. Add +1 to the roll for every consecutive day spent without traveling.

Leaving the Forest

You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Forest. Roll twice if you are in the Lair.

Adventure #4 The Black Pit (lev 2-3)

The Black Pit is an old dungeon where a wizard was used to experiment the creation of unholy creatures. A lot of treasures are kept well secured by the inhabitants of these dark places.

Pool #1 (level 1)

#	Icon	Description
6	Corridor	
2(3)	Encounter	Roll on the Encounter table. Use 2 tiles in the 1 st level and 3 tiles on the 2 nd level.
1	Library	Roll 1d100: 20% of finding one random Minor Scroll
1	Laboratory	Roll 1d100: 20% of finding a random Minor Potion
3	Room	Draw a tile from the Rooms pool
1	Trap	Roll 1d6: 1-4 (arrows) CR 1; +10 ranged (1d6/x3 crit); Search (DC 20) 5-6 (pit trap) CR 1; Search (DC 15); if you fail the roll you fall on a pit with 2+1d3 Rats. To leave the pit: Climb (DC 10) – on a roll of 1-2 you suffer 1d4 hits for the fall.
1	Trap	Roll 1d6: 1-3 (poison arrow) CR 1; Search (DC 20) – no roll for damage: automatic 1d4 hits and poison (Injury DC 11, initial and secondary damage: 1d2 Dex) 4-6 (scything blade) CR 1; +8 melee (1d8/x3 crit); Search (DC 21)
1	Stair	Replace with Main Room and R(*)
1	Main Room	Final destination: roll on the Encounter Table
1	Dead End	R(*)
1	Secret Passage	Search(10): if successful take the next 2 tiles and - skip one of the tiles and use the other OR - use both tiles in the desired order

Pool #2 (Rooms)

#	Icon	Description
3	Empty Room	
1	Item	Roll 1d100: 20% of finding one random Mundane item
1	Gem	Roll 1d100: 20% of finding one random gem
1	Trap	(arrow) CR 1; +10 ranged (1d6/x3 crit); Search (DC 15)
1	Potion	Roll 1d100: 20% of finding one random Minor Potion
1	Gold	Roll on the level 1 gold column
1	Weapon	Roll 1d100: 20% of finding one random Minor Weapon

Note: on Level 2 the percentage to find any treasure is 30%

When entering the dungeon remove the Main Room tile: when the Stair tile is drawn replace it with Main Room, add the third encounter tile and reshuffle

If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle.

Encounter Table (1d8)

roll	Level 1	roll	Level 2
1	Ogre	1	Ogre
2	Monstrous Spider (medium)	2	Monstrous Spider (Huge)
3	Monstrous Scorpion	3	Monstrous Scorpion
4-5	Worg	4-5	1d3 Worg
6-7	1d4 Gnoll	6-7	1d3 Monstrous Centipede
8	HellHound	8	1d3 HellHound

Treasure

No treasure for wandering monsters the Dungeon: once on the Main Room roll once for a Level 3 treasure and once for a Level 2.

Camp

You cannot camp inside the dungeon.

Leaving the Black Pit

You can leave the adventure in any moment - roll 1d6: on a result of 6 roll on the Encounter Table; add +1 to the roll if you're on Level 2.