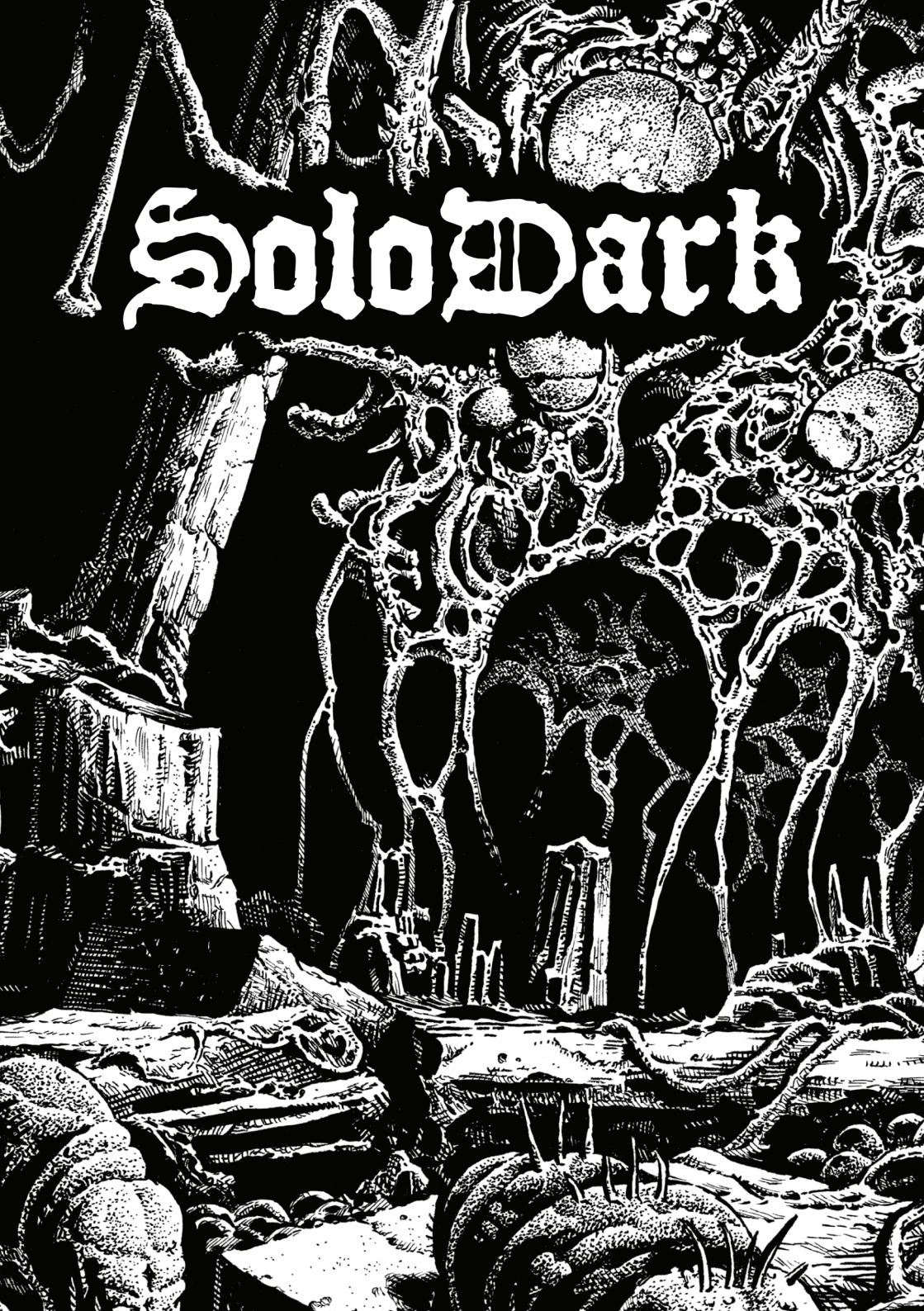


# Solo Dark





# SoloDark

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## FONTS

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## ShadowDark

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# Solo Gameplay

Welcome to *SoloDark*, the solo gameplay rules for *Shadowdark RPG*!

As a solo player, you are both the characters *and* the Game Master.

And just like in any game, you don't want to know what's going to happen from the start. So you'll need a way to answer questions the GM would normally answer.

This booklet gives you roll tables to do just that:

## ORACLE

Use the Oracle to answer yes or no questions about the game world. Sometimes you'll get an unexpected answer or twist! See the table on pg. 10.

## PROMPTS

Use prompts to spark ideas or answer open-ended questions. See the table on pg. 11. Roll a verb + noun to generate a result.

## MODIFIED RULES

*SoloDark* modifies some of *Shadowdark RPG*'s normal rules.

**Group Initiative.** Choose one character and one enemy to make initiative checks on behalf of their respective groups.

You decide the order of actions on each group's turn. This can be different from round-to-round.

**Chaos Mode.** Reroll initiative at the start of every combat round (use group initiative).

**Light.** Light sources last 10 rounds each instead of 1 hour of real time.

**Luck.** If you roll a natural 20, gain a luck token.

You can have as many luck tokens as you have PCs in your group.

Note you cannot reroll out-of-gameplay results with luck, such as Oracle checks or talent rolls.



# Getting Started

## CHARACTERS

The focus of your game is on the player characters (**PCs**) — adventurers with class levels.

Generate new PCs with the standard *Shadowdark RPG* character creation rules.

**Fortune's Favor.** New PCs begin with a luck token.

You'll typically want your group to have 2-4 PCs. If you have more than four, it can be hard to track.

If you want to have only one PC in your group, consider starting at a higher level.

## JUMP IN!

You can head into a pre-written dungeon and use the Oracle to help decide your characters' choices. Or you can create an entirely new adventure from scratch (get ideas on pg. 7)!

See pg. 3-4 for gameplay examples and further resources.



# Solo Examples

## YOUTUBE

- **The Arcane Library.** Kelsey runs *Shadowdark RPG* with the *SoloDark* solo rules.
- **Night Noon Games.** Michael runs *Shadowdark RPG* with *Mythic Game Master Emulator's* handy card deck.
- **Me, Myself and Die!** Trevor Devall, a professional voice actor, runs *Broken Empires RPG* (his own game), *Savage Worlds* (with Mythic GME), *Five Parsecs From Home* (solo system), and much more!
- **Geek Gamers.** Lots of advice and creative gameplay examples spanning countless systems and supplements.
- **Wizard Deadloss.** The wizard uses BECM1 D&D rules to run classic adventures including *The Keep on the Borderlands* and *The Veiled Society*. He uses a simple d6 solo system.
- **Kill Ten Rats RPG.** Minimalist, approachable soloing with *Knave*, *Black Sword Hack*, *Ironsworn*, and other systems.

## BLOGS

- **Castle Grief.** Solo gameplay with a variety of old-school systems. Resources, play reports, and amazing hand-drawn original material!
- **Chaoclypse.** Guides, art, game design theory, and system reviews.
- **Lone Horizons.** Session reports, solo gameplay video episodes, and resources.
- **The Soloist.** News, resources, and game reviews for all sorts of solo RPGs.

## PODCASTS

- **The Lone Adventurer.** Fantastic narration with 5E solo gameplay.
- **Solo Dungeon Crawler.** Solo gameplay with Original D&D that passes in real-world time.

## SOCIAL MEDIA

- **r/Solo\_Roleplay.** A friendly community for advice, resources, and game reports.

# I Need A...

## MONSTER

- **Shadowdark RPG** by The Arcane Library, pg. 124-129.
- **The Monster Overhaul** by Skerples.
- **Index Card RPG: Master Edition** by Runehammer Games, pg. 382-383.
- **Knave 2E** by Ben Milton, pg. 64-67.

## NPC

- **Shadowdark RPG** pg. 124-129.
- **Knave 2E** pg. 53-59.
- **Masks - 1,000 Memorable NPCs** by the GnomeStew.com authors.
- **UNE, The Universal NPC Emulator Revised** by Zach Best.

## TREASURE

- **Shadowdark RPG** pg. 270-277.
- **Index Card RPG: Master Edition** pg. 384-398.
- **Ensorcelled Loot Deck** by Philip Reed.

## ENCOUNTER

- **Shadowdark RPG** pg. 142-185.
- **City Encounters for Swords & Wizardry** by Matt Finch.
- **Deck of Old-School Encounters** by Philip Reed.

## DUNGEON

- **Shadowdark RPG** pg. 130-131.
- **The Gardens of Ynn and The Stygian Library** by Emmy Allen.
- **Tome of Adventure Design (Revised)** by Matt Finch, chapter three.
- **Axebane's Deck of Many Dungeons.**
- **Knave 2E** pg. 14-17.

## WILDERNESS

- **Shadowdark RPG** pg. 132-133.
- **The Hexanomicon #1** by Zariel Kuri.
- **Sandbox Generator** by Atelier Clandestin.
- **Tarvannion** by Castle Grief.









# Dungeon Names

## DUNGEON NAMES

d100	Name 1	Name 2	Name 3
01	Citadel	of the Haunted	Idol
02-03	Wreck	of the Forgotten	Betrayer
04-05	Ruins	of the Disgraced	King
06-07	Chapel	of the Barbaric	Elephant
08-09	Library	of the Monstrous	God
10-11	Grave	of the Fallen	Cult
12-13	Fortress	of the Cursed	Knight
14-15	Laboratory	of the Bound	Hero
16-17	Abbey	of the Poisonous	Pirates
18-19	Prison	of the Cyclopean	Spirit
20-21	Tomb	of the Sky	Sisters
22-23	Forge	of the Frozen	Sword
24-25	Ravine	of the Burning	Beast
26-27	Monastery	of the Thieving	Ancients
28-29	Spire	of the Crystalline	Lost
30-31	Hideout	of the Otherworldly	Outcasts
32-33	Castle	of the Blighted	Sailor
34-35	Tunnels	of the Celestial	Undead
36-37	Halls	of the Draconic	Mage
38-39	Tower	of the Ethereal	Hoard
40-41	Steading	of the Desecrated	Mummy
42-43	Undercity	of the Reptilian	Usurper
44-45	Aerie	of the Metallic	Saint

## DUNGEON NAMES

d100	Name 1	Name 2	Name 3
46-47	Vaults	of the Insectoid	Mechanism
48-49	Observatory	of the Elemental	Brothers
50-53	Asylum	of the Arachnid	Lord
54-55	Sepulcher	of the Demonic	Descendant
56-57	Barrow	of the Fungal	Abomination
58-59	Palace	of the Golden	Hermit
60-61	Keep	of the Fey	Warlord
62-63	Caverns	of the Lightning	Hunter
64-65	Fane	of the Piscine	Guild
66-67	Garden	of the Corrupt	Vampire
68-69	Temple	of the Righteous	Philosopher
70-71	Maze	of the Mud	Warriors
72-73	Redoubt	of the Night	Queen
74-75	Pyramid	of the Hidden	Gem
76-77	Sanctum	of the Forbidden	Secret
78-79	Mines	of the Shimmering	Emperor
80-81	Lair	of the Glass	Weapon
82-83	Den	of the Radiant	Sorcerer
84-85	Pits	of the Mad	Crown
86-87	Grotto	of the Wild	Ancestor
88-89	Depths	of the Lost	Runes
90-91	Stronghold	of the Majestic	Tree
92-93	Manse	of the Antediluvian	Assassin
94-95	Warrens	of the Prophesied	Relic
96-97	Monolith	of the Shrouded	Blessing
98-99	Crypts	of the Cosmic	Ritual
00	Dungeon	of the Legendary	Overlord

# Oracle

## WHAT'S AN ORACLE?

An oracle is a system to answer "yes" or "no" questions.

For example, you might ask the oracle if the old wizard you've been looking for is in the tavern. Then, you make an oracle check to find out.

## BEST PRACTICES

**Plausibility.** Only ask reasonable questions. Don't ask, "Is there a *+3 longbow* lying on the floor?"

**Defer To Game Rules.** See if the game rules can solve your question first. For example, allow Jorbin to make a DEX check to avoid a falling rock instead of asking, "Does the rock hit him?"

**Phrasing.** Ask your question with affirmative phrasing. Instead of asking, "Are there no orcs in this room?" ask, "Are there orcs in this room?"

**Limit.** Ask no more than three questions per situation.

## INTERPRETING

If an oracle result needs more information to make sense, use the Prompts Table on pg. 11.

For example, if your character hears a strange sound in the next room, you can roll a prompt to determine the sound's nature.

## HOW IT WORKS

Each time you ask the oracle a question, you must determine the **odds** and then make an **oracle check**.

## ODDS

Before you make an oracle check, decide how likely your question is to get a "yes" result.

**Unlikely or Impossible.** Roll the oracle check with disadvantage.

**Even Chance.** Make a standard oracle check.

**Likely or Certain.** Roll the oracle check with advantage.

## ORACLE

d20	Result
1-9	No
10	Twist
11-20	Yes

### ORACLE CHECK

To make an oracle check, roll a **d20** on the above Oracle Table, modified by the odds.

**Twist.** Something unexpected happens! Roll a prompt (pg. 11) to determine its nature.

**Odd Number.** If your oracle check is an odd number (excluding a 1), the outcome has a turnabout phrased as a "but."

This alters the situation without fully negating the oracle result.

*"Is there a way to climb out of this pit? No, but a rusty chain lies in the mud nearby..."*

**Critical.** If you roll a natural 1 or 20, the outcome is the most **extreme** version possible.

*"Will the king meet with us? Yes, and he wants to see us at once!"*



# Prompts

## PROMPTS

d100	Verb	Noun	d100	Verb	Noun
01	Stop	Fault	24	Block	Freedom
02	Tell	Life	25	Consume	Weakness
03	Trust	Battle	26	Pursue	Unknown
04	Prevent	Lie	27	Reward	Glory
05	Deliver	Vice	28	Expand	Friend
06	Dismantle	Memory	29	Waste	Discovery
07	Create	Burden	30	Capture	Lead
08	Resist	Treachery	31	Weaken	Storm
09	Imbue	Trial	32	Reveal	Enemy
10	Befriend	Risk	33	Investigate	Integrity
11	Sneak	Prosperity	34	Forbid	Science
12	Disagree	Time	35	Start	Asset
13	Illuminate	Conflict	36	Surprise	Crime
14	Assemble	Light	37	Endure	Wisdom
15	Free	Unnatural	38	Pull	Justice
16	Combine	Information	39	Unleash	Strife
17	Disrupt	Hope	40	Avoid	Disgust
18	Demand	Journey	41	Advance	Danger
19	Obstruct	Mundane	42	Agree	Balance
20	Push	Hazard	43	Deliver	Nature
21	Arrive	Family	44	Link	Chaos
22	Slow	Obstacle	45	Hinder	Ambush
23	Overcome	Doubt	46	Withhold	Wealth

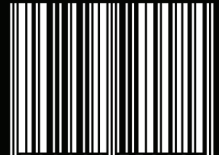


# PROMPTS

d100	Verb	Noun	d100	Verb	Noun
47	Lose	Thought	74	Take	Essence
48	Evolve	Dark	75	Question	Dream
49	Fortify	Connection	76	Drop	Anger
50	Punish	Door	77	Accept	Vision
51	Ignite	Fear	78	Sacrifice	Safety
52	Awaken	Sorcery	79	Drain	Result
53	Defy	Honor	80	Hint	Place
54	Conceal	Spirit	81	Fumble	Path
55	Invite	Trust	82	Fall	Nourishment
56	Break	Loss	83	Ascend	Theft
57	Allow	Failure	84	Protect	Decay
58	Open	Peril	85	Escape	Truth
59	Repel	Plan	86	Defeat	People
60	Activate	Trick	87	Mend	Help
61	Gather	Mind	88	Acquire	Gear
62	Give	Pain	89	Guide	Idea
63	Reverse	Victory	90	Mislead	Order
64	Warn	Death	91	Banish	Success
65	Confront	Control	92	Uphold	Barrier
66	Betray	Knowledge	93	Build	Goal
67	Secure	Secret	94	Change	Luck
68	Darken	Kindness	95	Revoke	Identity
69	Flee	Exploration	96	Seek	Harm
70	Win	Surprise	97	Destroy	Wilderness
71	Scatter	Magic	98	Uncover	Motive
72	Contain	Animal	99	Rest	Shelter
73	Assist	Way	00	Release	Power



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