

# Shadowdark Solo 004

## AUGMENTED IMAGINATION with Shadowdark SOLO

Continuing my step-by-step example of using the new Augmented Imagination framework for Solo or Co-op play, this time with Shadowdark and a party of three adventurers and playing a Pre-Written Scenario I haven't read at all yet.



All documents about Augmented Imagination, including the FREE Rules PDF and lots more Actual Play examples can be found from the <https://iGM4u.com> website, under the heading Augmented Imagination.

The scenario I'm playing is called Tomb of the Serpent Kings, by Skerples. Available for FREE on DrivethruRPG or directly from his blog <https://coinsandscrolls.blogspot.com/2017/06/osr-tomb-of-serpent-kings-megapost.html> The blog post also offers a couple of links to additional versions of the map. I'm using the Isometric one created by Andrew Duvall.

### Augmented Dungeon-Crawling Procedure

1. Describe the Party's actions and intentions
2. Read some of the Area description
3. Distil the nature of the Area's Challenge
4. Play out the Scene
  - a. If it makes narrative sense, stick to the Always-On Initiative mechanism
  - b. Because I often take breaks, or spend time setting up the VTT scenes, I don't want to use the real-world 1-hour timer for Torches. Instead, I'll make a 1d6 roll at a critical point in every Scene to see if the Torch goes out.
  - c. If there's no reasonable way to determine Success/Failure, I'll try outlining some possible Outcomes and then making a Check
5. Check for an Immediate Additional Scene
  - a. Additional Scenes are LIKELY to be replaced with Random Encounters (I haven't read enough of the scenario to know if there are wandering monsters, but if there's a table, I'll use that)
6. As this is a perilous environment it will be 50/50 whether we can get a Short Rest and Unlikely we can get a Long Rest undisturbed. During a Rest (8 hrs + Rations in Shadowdark), I'll give myself the option of a Social or Knowledge Scene if I want one, but with the risk of rolling for Scene Focus and rolling for an Additional Scene afterwards. If **implausible** Social/Knowledge scene details arise, I'll swap them for Combat scenes!

### Last Time...

- Our 2<sup>nd</sup>-level heroes – Kaylid the Desert Rider, Ferula the Witch/Priestess & Duthor the Thief – finished exploring the first level of the Tomb.
- They fought three skeletons that had been dressed to look like a king and two queens, but the clothes and the coffins were too shoddy – it MUST be a Decoy Tomb
- They discovered a secret tunnel hidden beneath a statue of a Toad-like Snake Man.

## SCENE 01 – The Secret Tunnel

### Step 1. Describe the Party's actions and intentions

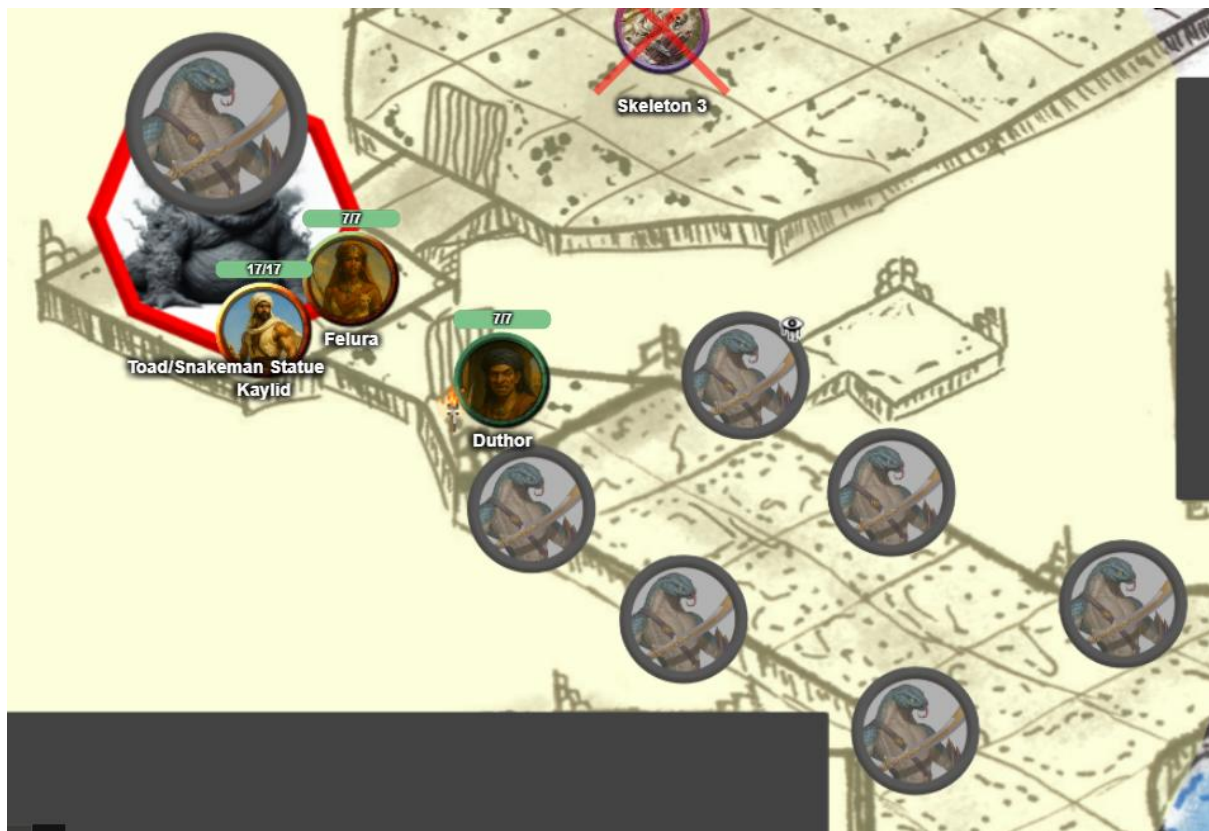
Still tapping the floor and checking carefully for pits and ceiling traps, Duthor will enter the tunnel with his scimitar and torch in hand. He will light a new Torch (his last, Kaylid still has 2 and Felura has 1).

Kaylid & Felura will wait at the entrance for his whistle to come through.

### Step 2. Read some of the Area Description

*This damp, narrow room lies directly below **7: FALSE TEMPLE**. It is an alcove-like passage that widens to become **9: STATUE HALL***

*A long, wide corridor. Six huge statues of heavily armed and armored snake-men loom over the hall, glaring at the party. One of the statues is twisted slightly out of alignment with the wall. It can be moved to reveal **10: SECRET GUARDROOM***



### Step 3. Distil the nature of the Area Challenge

Duthor would be highly suspicious of the snake man statues – expecting them to be trapped or to come to life!

[Unfortunately, I've learned that there is a secret door already, so may have to use a Check to see if he spots it.]

#### Step 4. Play out the Scene

First, he'll send Kaylid back to the camels outside to fetch rope and a grappling hook.

Are the Camels OK?

Ask the Bones Almost Certain: 11 (6,5,4,4) YES! And

*[In case anyone was wondering, the aigm.html web page sorts the dice results in order depending on whether the roll was Likely (highest to lowest) or Unlikely (lowest to highest) and we only ever add the two highest (for Likely) or the two lowest (for Unlikely)]*

I'll take that "And" to mean there are bushes and plants and water for them to graze happily.

With the rope and grapple, Duthor will try to hook one of the two nearest statues and jiggle it about to see if a trap triggers.

Is it the Statue with the secret door?

Ask the Bones 50/50: 9 (5,4) Yes

In a Shadowdark game with a GM, there would be no need to **roll** to discover it if the Player described doing this, but for Solo play, I'll turn it into a Check but give Duthor his Thievery Advantage based on his actions.

Duthor Intelligence (+1 Advantage) = **16** & 3. Success.

The statue swings aside to reveal the secret tunnel.

#### Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

The wily thief will do the same for the other statue and then whistle the others down and slip across to peer into the newly revealed chamber.

### SCENE 02 – Secret Guard Room (10)

On the map this looks like a very small room, so there may not be anything notable in here. Still, it was "secret" so, might as well remain cautiously optimistic!

#### Step 1. Describe the Party's actions and intentions

Duthor peers in, checking floor, walls and ceiling as he goes and holding up the torch to look for flickering caused by hidden gaps.



## Step 2. Read some of the Area Description

*This room was once a secret guardroom for temple assassins. Now it is empty and dark. The furniture has rotted to fragments. On the wall are two hooked polearms that are still usable, along with a silver icon of a scowling snake-man king worth 5gp.*

## Step 3. Distil the nature of the Area Challenge

There's no Challenge in this room.

## Step 4. Play out the Scene

Bearing in mind that Duthor doesn't yet know his silver ring was cursed, he has no reason not to take the silver icon. He'll remain cautious though, and drop a sack over it, then a loop of rope and snatch it from the wall ledge from 10 ft away in case there is another poison trap or a triggered pit.

The ornate silver statuette seems worthy of 1 XP, taking them all to 7/20 XP.

## Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

Back to the hall lined with Snake Man statues.

# SCENE 03 – Snake Statues Halls (10 & 11)

## Step 1. Describe the Party's actions and intentions

Felura is suspicious of the statues and will try to cast her Shadowdancer (minor illusion) spell to create an image of Duthor pacing down the tunnel between them, accompanied by the noise of jingling coins and the pad of feet.

Felura Casting Shadowdancer (+5) DC11 = 12. Success

Duthor mutters irritably that he'd NEVER make that much noise when sneaking and she's made his nose too big!

I already know the statues don't animate and there's no trap, so I'll continue on to the next Chamber where there seems to be a pool of water.

## Step 2. Read some of the Area Description

*The hallway opens into a large chamber octagonal chamber, also ringed with glaring snake-man statues. Some carry weapons, others carry implements of torture or agriculture. The doors to rooms 12–16 are made of heavy stone, but can be levered without much difficulty. Room 15 has an unlocked wooden door. Room 18 has a stone door, but it is much more ornately carved than the others. There was once a pit in the center of the room, but water trickling from the surface (through rooms 7 and 9) has filled it to the brim with dark, oily water that smells like licorice. The pool is 10' deep.*

*Inside the pool are 2 **Mummy Claws** (HD 2, MORALE 12, ATK 1d4 [Claw] or 1d6 [Strangle]). These rotting hands will jump out to attack anyone who comes within 5' of the pit*

I can see there's a bit more description of the room just off the bottom of my page, but I won't read the rest just yet.

I make these Claws +2 to hit, AC 11, and the Strangle attack needs DC12 to break free. They'll have to hit at least once with a 1d4 Claw before they can scrabble into position to strangle. They scuttle at Near/2.

I'll roll their 2HD (2xd8) the first time they get damaged, to keep some surprise.

### Step 3. Distil the nature of the Area Challenge

I think these Mummy Claws will attack the illusion, revealing themselves so we can start the combat without worrying about a surprise attack.



### Step 4. Play out the Scene

#### Round 1

**Claw2** leaps at the illusion, trying to climb up its body. It falls through and the illusion fades away.

**Duthor** will try to slingshot Claw2 and then back away behind the others.

Duthor Sling (+4) = 13. Hits for 4 damage, taking it to 4/8 HP.
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He almost backs off too far with the torch, but they remain JUST in the torchlight.

**Claw1** scuttles across to Kaylid (I'll say it has to move into his square to actually attack and that's just 1 square too many for its half-rate speed).

**Kaylid** will thrust at it with his Pike.

Kaylid Pike (+4) = 23 for 10 damage. Taking it to 1/11 HP (unlucky high HD roll!)
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**Felura** will stab at it with her dagger and then move behind Kaylid.

Felura Dagger (+0) = 12. Hits for 3 damage and kills it.
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**Zafirah** will scamper back with her mistress.

## Round 2

**Roll 1d6 for 1-in-6 chance of Torches going out = 3** [*I seem to always remember to check in Round 2 of combats!*]

**Claw2** scuttles towards Kaylid but can't quite get close enough to attack as it has to use Action to Move.

**Duthor** will leap past it to get into a flanking position with Kaylid [*I generally give Advantage for attacking flanked opponents, to give people a reason to move around and think tactically*].

Duthor Scimitar (+4 Advantage) = 24 CRITICAL SUCCESS for 10 HP.

The final mummified claw lies still, hacked in half.



## Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

They advance into the chamber, but Duthor is still very suspicious of all these Snake statues. He's going to spend time examining each one for traps and signs that it can move, then try twisting it to reveal another hidden door.

This will give another check for an Additional Scene.

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

Kaylid and Felura watch from the edge while Zafirah the cat gets bored and wanders around after Duthor, sniffing at each door. [*as I have no way to know whether there is anything*]

*significant to smell I'll make a Wisdom Check for the cat DC18 and see if any of the doors catches her attention. I'll say they can't be surprised by anything from there.]*

Zafirah Wisdom (+1) DC18 = 20.

I'll go for 10+1d8 to see which door gets her attention = 16.

## SCENE 04 – Chamber 16

### Step 1. Describe the Party's actions and intentions

Attracted by Zafirah's interested sniffing, Duthor will check for traps, have a listen and then swing open the door suddenly, hoping to let Kaylid charge in and skewer the enemy (if there is one). *[I haven't used Kaylid's double-damage Charge feature yet!]*

### Step 2. Read some of the Area Description

*This room is empty, except for some discarded carving tools rusting on the floor. It might make a nice bolthole in an emergency, or a place to stash supplies.*

### Step 3. Distil the nature of the Area Challenge

No apparent challenge here.

### Step 4. Play out the Scene

Let's say there was a mouse scrabbling about and Zafirah pounces on it with glee!

"I knew I could smell SOMETHING... so sue me, I'm a cat!"



### Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

Kaylid suggests a more methodical approach. Stick with always taking the left path and go clockwise *[This translates to 12, 13... etc which should make it easier not to read ahead!]*

## SCENE 05 – Chamber 12

### Step 1. Describe the Party's actions and intentions

I'll stick with Duthor doing the trap detection, listening and suddenly swinging open the door with Kaylid ready to charge if there's a visible enemy (we haven't seen a pit trap yet, so maybe we'll stay lucky). I'll keep Felura (and Zafirah) directly opposite, across the pool.

If there's no enemy, Duthor will advance cautiously, taking enough time to warrant two checks for Additional Scenes, but (probably) guaranteeing he'll find anything other than magical traps or invisible monsters.

### Step 2. Read some of the Area Description

#### **12: TOMB OF XISOR THE GREEN**

*The passage into this tomb contains a pressure plate that triggers a lightning bolt spell, aimed straight down the hallway. It deals 4d6 damage (Save for half) and only activates once. The electrum disc it fires from is worth 10gp. It is embedded in the wall at the end of the tomb's entrance, and may be visible in torchlight when the PCs open the door. Xisor's stone coffin is empty.*

### Step 3. Distil the nature of the Area Challenge

The hidden pressure plate is the challenge, but Duthor's caution would spot that. However, there is a valuable looking electrum disc on the wall, so even after hopping over the plate, he would examine it and want to prise it from the wall.

### Step 4. Play out the Scene

This would need a Dex Check to do without triggering the blast. As there's a mechanical pressure plate, there's probably some kind of mechanical wire linked to the plate triggering the magical lightning blast.

If it goes off, I'll give Duthor Advantage on his Save and zero damage on a success, but I positioned Kaylid directly in front of it!

Duthor Dex (+4 Advantage for Thievery) DC15 = 12 & <b>16</b> Success.
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I'm going to imagine there's a tiny rune-carved disc (size of a small coin) that the wire would press into the back of the electrum disc (size of a DVD). It's clearly meant to blast whoever stands on the pressure plate so is probably a magical beam at least 20 ft long.

Duthor will pocket the coin and the Disc (in different pockets) and may try to trigger it as a weapon later.

I'll grant them 1XP for the clever idea. All go to 8/20XP.

### Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.
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<b>I checked Twice – still no Additional Scene</b>
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They would also be cautious about opening the coffin – probably attach the grapple to pull the lid off from outside the room with Duthor poised to try and trigger the magic Disc!

## SCENE 06 – Chamber 13

### Step 1. Describe the Party's actions and intentions

Same process as Scene 05

### Step 2. Read some of the Area Description

#### **13: TOMB OF SPARAMUNTAR**

*The passage to this tomb has collapsed. The blocks of the ceiling caved in. The PCs will hear Sparamuntar, a snake-man **Skeleton** (HD 3, MORALE 12, ATK 1d8 [Greataxe]), lurching and thumping on the other side of the blocked passage. He is not very subtle, and will try and strike the moment he can see the head of a living creature. His funeral trinkets are worth 10gp.*

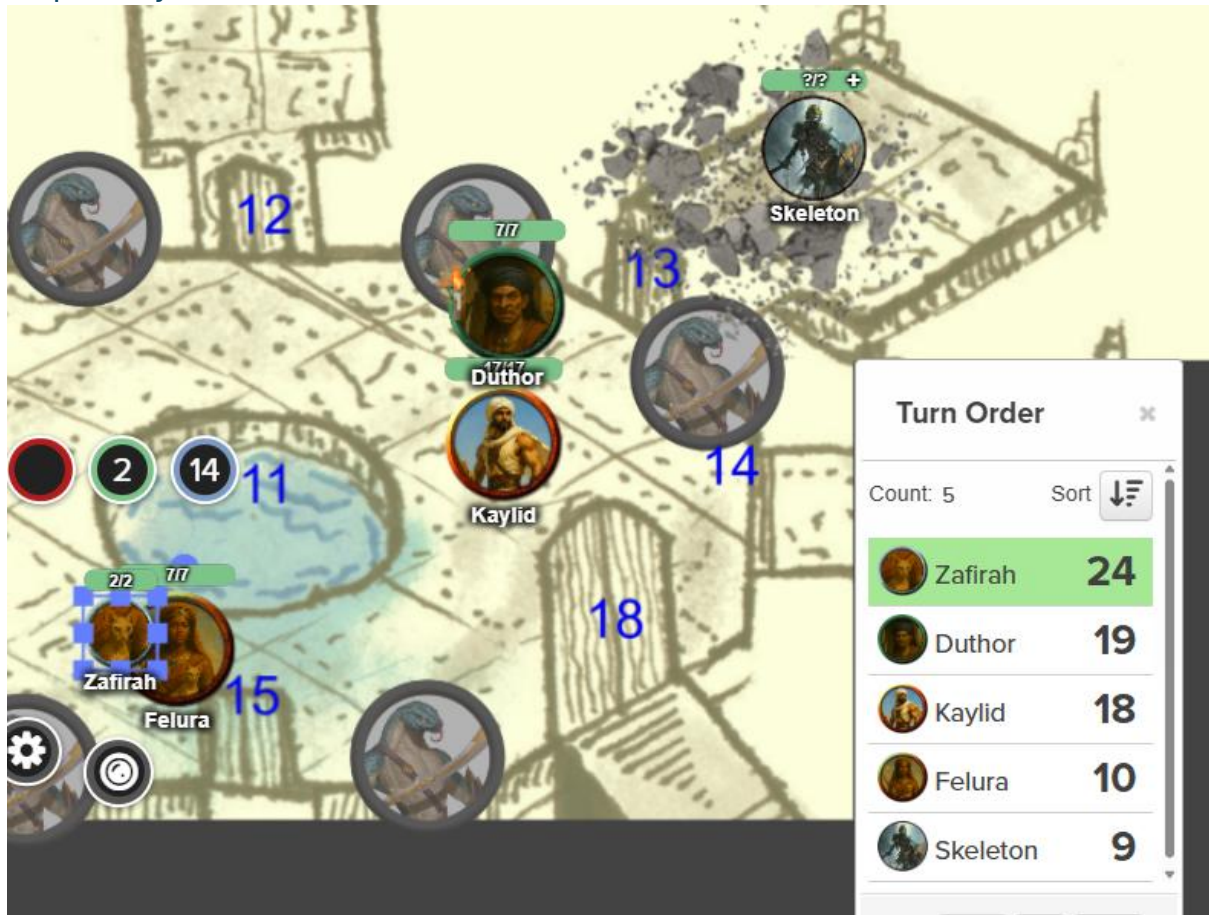
**Lessons:** listen at doors. You can hear some monsters before you see them. Some rooms are best left alone

### Step 3. Distil the nature of the Area Challenge

As we did the listening at doors thing, they are ready for the monster, but Kaylid won't be able to benefit from his Charge because of the rubble.

They will fight this skeleton over the rubble, and I'll give it a free chance (2-in-6) at the start of its turn to burst through. Seeing it's ONLY a single Skeleton and they've defeated such things before (and because it appears to be trapped in the room), Duthor won't use the magic disc after all.

#### Step 4. Play out the Scene



#### Round 1

**Zafirah** jumps away to hide behind a statue.

**Duthor** steps back, puts away the Disc and tries a slingshot.

Duthor Sling (+4 Disadvantage for rubble cover) = **12** & 23. Miss.

**Kaylid** steps up and tries to poke it over the rubble (from out of reach of the skeleton).

Kaylid Pike (+4 Disadvantage) = 21 & **14** Hit for 7 Damage.

The undead in this tomb only take half damage from pointy weapons so it takes 3HP, down to 10/13HP (I roll d8 x HD the first time it gets hit).

**Felura** will close in, ready to cure if Kaylid gets hit.

**Skeleton** rolls d6 and gets 2, so unexpectedly bursts out of the rubble and closes with Kaylid. It's swinging a Greataxe 2-handed (d10 damage).

Skeleton greataxe (+1) = 18, but only **1**HP damage (very lucky!)

## Round 2



**Note from the future!**  
*There's quite a lot of combat rounds to follow. For me, it was quite exciting, but if it isn't for you, feel free to skip to [Round 7](#).*

**Duthor** Sling (+4) = 11. Miss

**Kaylid** Pike (+4) = 20. Just for **1**HP AGAIN! Skeleton down to 9/13HP.

**Ferula** Dagger thrown (+0) = 16. Hits for 2HP. Skeleton

takes 1, down to 8/13HP.

**Skeleton** Greataxe (+1) = 7. Misses Kaylid.

## Round 3

**Duthor** Sling (+4) = 7. Miss.

**Kaylid** Pike (+4) = 9. Miss.

**Ferula** has no dagger now, does nothing.

**Skeleton** Greataxe (+1) = 13. Hits Kaylid for 3HP, down to 13/17HP.

## Round 4

**Duthor** Sling (+4) = 19. Hits but only for 1HP! What's going on! Down to 7/13HP.

**Kaylid** Pike (+4) = 5. CRITICAL FAILURE.

Things are going so badly in this fight, that I'm going to say his pike gets lodged between the skeleton's ribs and he'll need a DC12 STR Check (as an Action) to free it.

**Ferula** has no dagger now, does nothing. Staying close for Cure Wounds if needed.

**Skeleton** Greataxe (+1) = 20. Hits Kaylid for 7HP, down to 6/17HP!

### Round 5

**Duthor** Sling (+4) = 23. Hits for 3 damage (reduced to another 1HP) down to 4/13HP.

**Kaylid** STR (+3) vs DC 12 = 22. Manages to pull his Pike free

**Ferula** Cure Wounds (+5 Advantage) = 13 & **24** cures Kaylid 11 HP, back to full 17/17.

She then backs away to give Kaylid room to withdraw and lure the thing into the open. Because of the thing's position in the rubble-strewn doorway, protected either side by the serpent-man statues, they can't get into an advantageous position. "Back up and let it further out so Duthor can slip behind".

**Skeleton** Greataxe (+1) = 17. Hits Kaylid for 1HP (how do you like it!), down to 16/17HP.

### Round 6

**Duthor** backs up and uses his Sling again.

**Duthor** Sling (+4) = 20. Hits for 4 damage (reduced to 2HP) down to 2/13HP.

**Kaylid** Pike (+4) = 11. Miss.

After the vain thrust he backs away to guard Ferula.

**Ferula** waits to deliver another Cure Wounds if needed.

**Skeleton** moves to follow Kaylid

**Skeleton** Greataxe (+1) = 11. Misses.

### Round 7



**Duthor** comes around to flank the thing, drawing his Scimitar.

Duthor Scimitar (+4, Advantage) = **22** & 16. Hits for 2 damage, reduced to 1. It's still on 1/13HP.

**Kaylid Pike** (+4, Advantage) = 11 & **24 CRITICAL HIT** for 14HP and finally the thing goes down!

Duthor will scramble through the rubble to recover the 10gp in funeral trinkets.



Zafirah will slink out from behind a statue and snort “All THAT for 10 gold! Pathetic.” Then to Ferula, “I told you, you should have hooked up with that young noble back in Khemi instead of these bozos!”

### Step 5: Check for an IMMEDIATE Additional Scene

As the fighting was loud and took a surprisingly long time, I'll check twice...

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

Triggered by the cat's jibes, I'm going to opt for a SOCIAL Scene during the next Rest and hope to progress the budding Romance. We'll push on for one more chamber and then head back out to the camp to check on the camels and have a night's Rest.

## SCENE 07 – Chamber 14

### Step 1. Describe the Party's actions and intentions

Same process as Scene 05. Extra caution in exchange for extra Encounter checks.

### Step 2. Read some of the Area Description

#### **14: TOMB OF FRANBINZAR**

*This room is more primitive than the others. It contains one stone coffin with the badly mummified remains of Franbinzar, last ruler of the fortress. The mummification did not go well. He counts as a **Black Pudding** (HD 5, MORALE 12, ATK 1d6 [Slam] or 3d6 [Prolonged Contact]) and will lurch to attack anyone who opens the coffin.*

*His grave goods are clay copies, but he has 2gp worth of rings embedded in him. If killed, he will regenerate in 1d20 hours unless burned. If he is free, add him to the **Wandering Monster Table** (p.10), replacing one of the Omen results.*



### Step 3. Distil the nature of the Area Challenge

As described earlier, Duthor will drag the coffin lid off using the grapple and rope, so they won't be surprised when the monster lurches out. I'm imagining it as a disturbingly humanoid version of a pudding. I got Copilot (GPT5) to create the image that I made the token from.

**Lessons:** oozes live in dungeons. They are difficult to bludgeon, just as the skeletons were difficult to slash. You can use the environment to your advantage (by circling the pit in **11: TOMB**

**ATRIUM**, by closing the stone doors on the ooze, by luring the ooze upstairs and hitting it with the hammer trap, etc.)

A bit like the earlier descriptions of the Undead taking reduced damage, the monster description doesn't seem to follow the Shadowdark standard. Shadowdark Black Puddings have the feature...

**Impervious:** Only damaged by fire.

I suspect the author of the module was using some homebrew or was conflating it with Basic Fantasy or some other clone of D&D. I'm happy with the variation. In Shadowdark format, I've made this thing...

### BLACK MUMMY/PUDDING

Humanoid BLACK PUDDING a black, mass of sludge in the vague shape of a mummified corpse.

**AC 9, HP 30, ATK 2** tentacle +4 (1d6), **MV** near/2 (climb), **S** +2, **D** -1, **C** +3, **I** -4, **W** -3, **Ch** -4, **AL** C, **LV** 5

**Rubbery.** Takes half damage (round down min 1) from most physical attacks except for Fire and Lightning

**Corrosive.** Wood or metal or flesh that touches the ooze **has a 1-in-6 chance of taking 3d6 damage (dissolving) each round. This affects weapons that strike it, destroying them if they take damage.**

*Note that I added Lightning and Fire as things that do full damage. This gives Duthor a chance to hit it with the Lightning Disc. Apart from its slow movement rate, this could easily be a Party Killer!*

### Step 4. Play out the Scene

The image shows a battle scene from a tabletop RPG. On the left, a map displays the positions of several characters: Duthor (12), Kaylid (11), Felura (15), and a Skeleton (13). A Black Mummy/pudding is positioned on the right. A 'Turn Order' sidebar on the right lists the characters and their initiative scores: Duthor (20), Kaylid (17), Zafirah (15), Felura (10), and Black Mummy/pudding (10).

Character	Initiative
Duthor	20
Kaylid	17
Zafirah	15
Felura	10
Black Mummy/pudding	10

### Round 1

**Duthor** will let go of his rope, Sling the creature, and then back off north of the pool. Just keeping it in his Torch radius.

**Duthor Sling (+4) = 18. Hits for 1 damage down to 2/13HP.**

**Kaylid** finally gets to try his Charge attack (to roll an additional d10 damage) and races at the monster, full tilt.

**Kaylid Pike Charge (+4) = 19 for 1 + 9 = 10 HP (reduced to 5) down to 24/30 !!!**

**Roll 1d6 for the Pike (1-in-6 to dissolve) = 4.**

Deeply concerned at how little this seems to affect it. He backs off a couple of steps to block it into the room.

**Zafirah** doesn't like the acidic whiff of this thing, or the faint sizzle from the haft of the Pike. She hides behind one of the statues.

**Felura** backs off to the other side of the pool and shouts at Kaylid to let the thing out so they can surround it like they did with the skeleton.

**The Mummy** lurches forwards (slowly) and strikes with both its rubbery arms, dripping acid.

**Mummy Tentacles (+4) = 17 for 1 damage. Kaylid down to 16/17HP.**

**Mummy Tentacles (+4) = 14 for 2 damage. Kaylid down to 14/17HP.**

### Round 2

**Duthor** tells the others to run back to the entrance and ducks behind the door to room 12, where the pressure plate is. He leaves his torch on the floor.

**Roll 1d6 (1 in 6) for Torch to go out = 6.**

**Kaylid** can't resist hitting it again before withdrawing.

**Kaylid Pike (+4) = 11 for 1 damage (THIS AGAIN!) down to 23/30 !!!**

He scampers into the passage leading north back to the entrance.

Hearing that they are pulling back, **Zafirah** scampers to the northern edge of the torchlight and hides by the secret door.

**Felura** will light a torch of her own (her last one) and run back behind Kaylid.

**The Mummy** advances slowly, just reaching Kaylid, but with no attack left. I'll say it takes 1d6 fire damage (another 1!) as it oozes over Duthor's torch, dissolving it. Down to 22/30HP.

### Round 3

**Duthor** runs out from hiding, up behind the thing (with Flanking Advantage) in order to use his Backstab ability as it didn't know he was there.

**Duthor Scimitar (+4, Advantage) = 7 & 20 Hits for 3 normal damage +13 Backstab (4d6).**

The 16 damage is still halved down to 8, but the creature is now on 14/30HP.

**Roll 1d6 for the Scimitar (1-in-6 to dissolve) = 2.**

**Kaylid** attacks, with Duthor giving him Advantage.

Kaylid Pike (+4) = 17 for 6 damage (reduced to 3) down to 11/30 HP

**Roll 1d6 for the Pike (1-in-6 to dissolve) = 1. Pike is destroyed!!!**

Fortunately, there were two polearm weapons in the secret guardroom, just behind them. He shouts for Felura to bring one. *[I'm going to class a "polearm" as the same thing as a "pike" which I'm actually imagining as a long 2-H Spear that can be used as a 1-H Lance when mounted!]*

**Zafirah** backs off up the secret tunnel to the room with the toad/snake/man statue.

**Felurah** fetches a spare Pike and hands it to Kaylid.

**Mummy** Tentacles (+4) = 18 for 4 damage. Kaylid down to 10/17HP.

Mummy Tentacles (+4) = 10 Miss.

#### Round 4

Duthor Scimitar (+4, Advantage) = 9 & **16** Hits for 5 (halved to 2). Down to 12/30HP.

**Roll 1d6 for the Scimitar (1-in-6 to dissolve) = 1. Scimitar is destroyed!!!! Haven't seen another one around here!**

**Kaylid** attacks with his new Pike.

Kaylid Pike (+4) = **20** & 7 for 9 damage (reduced to 4) down to 7/30 HP

**Roll 1d6 for the Pike (1-in-6 to dissolve) = 6.**

**Felura** will fetch the other spare Pike, just in case, and then be ready to heal Kaylid if needed.

**Mummy** Tentacles (+4) = 16 for 1 damage. Kaylid down to 9/17HP.

Mummy Tentacles (+4) = 8 Miss.

## Round 5



**Duthor** will back off and sling it, then close in again to grant Advantage to Kaylid.

Duthor Sling (+4) = 19 for 4 damage (reduced to 2). Down to 7/30HP.

**Kaylid Pike (+4, Advantage) = 24 & 23 CRITICAL HIT for 12 Damage** (halved to 6) Down to 1HP!!

Roll 1d6 for the Pike (1-in-6 to dissolve) = 3.

**Felura Cure Wounds (+5, Advantage) = 7 & 20**, for 9 healing. Kaylid back to full 17/17HP.

**Mummy Tentacles (+4) = 21** for 6 damage. Kaylid down to 11/17HP.

Mummy Tentacles (+4) = 14 for 2 damage. Kaylid down to 9/17HP.

Good job Felura just healed him!

## Round 6

Duthor Sling (+4) = 14 for 3 damage (reduced to 1). **And it's DEAD!**

Will they consider burning it?

Felura INT (+1) = 11. No.

They collect 2gp of jewels from the festering corpse and then withdraw outside for a Rest

## Step 5: Check for an IMMEDIATE Additional Scene

### Twice for the additional caution

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

## Wrap Up

I must try to remember the cursed finger ring after their first long rest!

Duthor now has no weapon.

There's a spare Pike left – he could use that with Disadvantage.

The monster will regenerate while they Rest and join the Wandering Monster table (which I've now found in a later page (p9)).

Next time we'll check if they rest Undisturbed and I decided Kaylid would push his luck and try to advance the romance!

If you are finding the story and the system interesting, or have any comments and suggestions, please let me know.

Hopefully see you next time.