SOLUS

An OD&D Solo Supplement
by Chaoclypse

Introduction

This zine covers procedures and my house rules for solo-ing OD&D.

While there is a primary focus on OD&D, the procedures here are largely cross-compatible with any old-school game.

Tools

Entries in bold are highly recommended.

- **OD&D (LBBs or retro-clone)**
- **AD&D DMG 1e**
- **&&&&&&&Treasure**
- D30 Sandbox Companion
- Monster & Treasure Assortment
- Old-School Armory
- Sandbox Generator

Attribution

Written by **Chaoclypse**.

Reaction roll adapted from **BECMI**.

Yes/No Oracle adapted from **Solo Dungeon Crawler**'s videos.

Optional Heroic Rules adapted from **Scarlet Heroes**.

Monsters Appearing adapted from **Delta's DND Blog**.

Combat Bonus and Funerals adapted from **Luke Gearing**'s OD&D games.

Threads/Elements

In addition to journalling/note-taking, it is useful to maintain a **Threads** (*goals, plots*) and **Elements** (*characters, items, groups*) list.

These lists help keep track of your world in a convenient and easily digestible fashion.

Heroic Rules (Optional)

- PCs can heal up to 2 HP after each combat by binding wounds. This only applies to damage applied that combat.
- PCs deal damage in HD.
- Left-over damage by PCs can be transferred to other targets.
- The following chart is used for all damage conversion.

d6 + mods	Damage
≤1	0
2-3	1
4-8	2
≥9	4

Death

Characters are unconscious at 0 HP and can reach a negative HP equivalent to their level. (*Example: A level 2 character can reach -2 HP and still be unconscious.*) Any further damage kills the character.

Combat

Instead of the Combat Matrix, characters have a Combat Bonus. This is added to the enemy's AC along with any other modifiers — a 20+ is a hit.

Level	Fighter	Cleric/ Thief	Magic- User
1	+2	+1	+1
2	+3	+1	+1
3	+4	+2	+1
4	+5	+2	+2
5	+6	+3	+2
6	+7	+3	+3

Funerals

Dead PCs can be returned to the surface where funerals can be held for them.

Depending on the extravagance of the funeral, the spirit's XP can be transferred to living souls at a rate of 1 GP = 1 XP.

If returning to the site of a dead PC in future delves, there is a 2-in-6 chance that the body is no longer there.

Found bodies have a 2-in-6 chance of having been thoroughly looted.

Encounters

A staggered encounter list such as the following is used during exploration of uncharted territory:

d20	Encounter
1-6	
7-10	
11-14	
15-17	
18-19	
20	Random Encounter

On rolling a 20, roll for a random encounter based on the dungeon level/ terrain.

On rolling on an empty entry, roll for a random encounter based on the dungeon level or generate a creature and fill the entry in.

Monsters Appearing

For **dungeons** — Base is 1d6. If the level difference is 1 or more, refer below.

Level Difference	Multiply/Divide
1	2
2	4
3	8
4	16
5	32

For deeper dungeon levels, roll the indicated multiple of dice and add.

For lesser dungeon levels, roll one die and divide by the indicated number, rounding up on a fraction of 0.5 or more (minimum 1 monster).

Reactions

Roll reactions when the encounter is about to make their first action, or when parley is attempted before the encounter's first action.

Friendly factions: +2
Unfriendly factions: -2

Faction bonuses persist during negotiation rolls.

2d6	Reaction
2	Immediate Attack
3-5	Hostile, roll again*: 　2-8: Attack 　9-12: Uncertain, roll again*: 　　2-5: Attack 　　6-8: Leave 　　9-12: Friendly
6-8	Uncertain, roll again*: 　2-5: Attack 　6-8: Negotiate, roll again*: 　　2-5: Attack 　　6-8: Leave 　　9-12: Friendly 　9-12: Friendly
9-11	Possibly friendly, roll again*: 　2-5: Uncertain, roll again*: 　　2-5: Attack 　　6-8: Leave 　　9-12: Friendly 　6-12: Friendly
12	Immediately Friendly

* Wait 1 round, adjust with speaker's Charisma and other modifiers before rolling again.

Common modifiers:

No common language:	-2
Using surprise to parley:	+1
Trading desired items:	+1
Applicable background:	+1
Notably stronger:	+1
Notably weaker:	-1

Optionally, if unclear whether a party is notably stronger/weaker, compare the parties' total HD — a difference of 4+ is notable. (*Not a hard rule — this does not account for special abilities.*)

Restocking

When returning to the dungeon, roll to check whether each room has been restocked.

Roll twice and take the lower if you haven't been in the room for 2 delves or more, or if it's a particularly volatile area.

d20	Encounter
1-4	Monster
5-6	Treasure
7-8	Monster + Treasure
9-20	Nothing

Traps

PCs have a base 1-in-6 chance each of noticing a trap. This can be modified via Wisdom and/or background. There is always at least a 1-in-6 chance of notice.

When triggering a trap, there is a 2-in-6 chance for it to actually be triggered.

After going through a trapped area, PCs will be aware of the trap, regardless of whether they triggered it.

Treasure

If applicable in the wilderness, simply assume a "dungeon level" of 4.

Magic items can be generated with any book or supplement of your choice. Recommendations include *Monsters & Treasure*, *AD&D 1e DMG* and *&&&&&&&&Treasure*.

Method 1 (*Recommended*)

For quick and easy treasure generation, when treasure is found the value equals d20*Dungeon Level*100 gp.

If over 500 gp, there is a 2-in-6 chance these are found in gems (500 gp per) instead of gold coins. The excess gp is in gold coins.

A roll on the d20 equal to or lower than the Dungeon Level means an additional magic item is found. Magic items can stack.

Method 2

When there is a room with treasure, determine the treasure details via *Monster & Treasure Assortment*.

A roll of Level*5 or lower on the d100 indicates an additional magic item. (*1-5 on Level 1, 1-10 on Level 2, etc*)

Like Method 1, additional magic items can be stacked.

Backgrounds

d20	Background
1	Alchemist
2	Shepherd
3	Soldier
4	Farmer
5	Sage
6	Thief
7	Smith
8	Merchant
9	Gravedigger
10	Mercenary
11	Priest
12	Hunter
13	Pilgrim
14	Actor
15	Druid
16	Librarian
17	Sailor
18	Spy
19	Scribe
20	Butcher

Oracle

Rolling low yields a "yes" result, and rolling high yields a "no" result.

Try to frame the question so "yes" is more beneficial. If this is tricky, frame the question so "yes" is more interesting.

Probability	Chance	Answer (Yes)	Answer (No)
Very Likely	5-in-6	Yes (1-3: and)	No, but
Likely	4-in-6	Yes	No, because
50/50	3-in-6	Yes	No
Unlikely	2-in-6	Yes, because	No
Very Unlikely	1-in-6	Yes, but	No (4-6: and)

On a result of 6, roll another d6. On a 1-2, a *random event* is triggered.

Threads/elements can either be chosen or randomized.

d6	Random Event
1-2	Advance Thread
3	New Thread
4-5	Change Element
6	New Element

Note that after a random event is triggered, no additional random events can be triggered until a PC has acted.

At the end of each scene/session, remove irrelevant threads/elements.

Situations

11	Betrayal		41	Broken
12	Guidance		42	Survival
13	Destruction		43	Tragic
14	Warning		44	Conflict
15	Loss		45	Separation
16	Victory		46	Revenge
21	Chase		51	Enlightenment
22	Transformation		52	Trickery
23	Corruption		53	Return
24	Fate		54	Friendship
25	Hunt		55	Feud
26	Ascension		56	Lucrative
31	Corruption		61	Personal
32	Obtainment		62	Fortune
33	Sacrifice		63	Curse
34	Retreat		64	Honor
35	Surrender		65	Guilt
36	Temptation		66	Defense

Descriptors

11	Abundance		41	Abandoned
12	Primitive		42	Strange
13	Sacred		43	Stark
14	Powerful		44	Damaged
15	Weakness		45	Conflicted
16	Illusory		46	Hospitable
21	Mysterious		51	Concealed
22	Corrupted		52	Imposing
23	Unyielding		53	Desolate
24	Protected		54	Menacing
25	Grim		55	Diseased
26	Horrific		56	Profane
31	Beautiful		61	Prosperous
32	Temporary		62	Hopeful
33	Ruined		63	Burden
34	Opulent		64	Problem
35	Shining		65	Knowledgeable
36	Natural		66	Connected

Dungeon Generation

Corridors

Each corridor is 3d6 squares in length and 1 square wide.

Each d6 indicates a section of the corridor.

d6	Section
1-3	Nothing
4-5	1 **Door**
6	2 **Doors**

d6	Corridor Door Location
1-3	Left
4-6	Right

On getting doubles on the section dice, check the doubles value:

d6	Doubles
1-3	**Feature**
4-5	**Trap**
6	Monster

In addition, on getting triples, treasure is found as well.

For the corridor end, roll 2d6:

2d6	Corridor End
2-3	Stairs to Lower Level
4	Cross Intersection
5	T Intersection
6	Left Turn
7	Dead End
8	Right Turn
9-11	**Door**
12	Stairs to Higher Level

Rooms

Size: d6 x d6 squares

On a 6 on either die, roll a d6 and add it to both results. (This is not cumulative.)

Minimum of 2 squares per side.

2d6	Room Doors
2-3	Secret **Door**
4-7	1 **Door**
8	None
9-10	2 **Doors**
11-12	3 **Doors**

d6	Room Door Location
1-2	Front
3-4	Left
5-6	Right

2d6	Room Content
2	Empty
3	Treasure
4	Monster + Treasure
5	Empty
6	Empty
7	Monster
8	**Special**
9	**Trap**
10	Monster
11	**Trap** + Treasure
12	**Special**

On anything but a Special, roll a **Feature**.

Doors

2d6	Door Types
2	Living Door (roll reaction)*
3	Trapped Door (See **Traps**)*
4	Wooden Door
5-6	Stuck Wooden Door
7	Open Doorway
8-9	Locked Wooden Door*
10	Portcullis
11	Locked Portcullis*
12	Locked Metal Door*

Locked, Trapped, Secret & Living doors indicate a 3-in-6 chance of additional treasure if it leads directly into a room.

d6	Door Leads To
1-4	Room
5-6	Corridor

2d6	Secret Door
2-4	Complex mechanism
5-6	Illusory wall
7-9	Hard to tell from wall
10-12	Hidden within, behind or through **Feature**

Edge Cases

For rooms that don't fit, shorten the offending side(s).

For interrupted corridors or doors that enter areas that have been explored:

d6	Corridor Interruption
1	Dead End
2-4	One-Way **Door**
5-6	**Secret Door**

Features

d66	Feature
11	Corpse Pile
12	Guano
13	Preserved Bodies
14	Bloody Stains
15	Broken Weapons
16	Graffiti
21	Webs
22	Pool
23	Urns
24	Scorch Marks
25	Rubble
26	Burnt Torches
31	Moss
32	Crude Scrawlings
33	Set-Off Trap
34	Statues
35	Altar
36	Chains
41	Wall Cracks
42	Scratch Marks
43	Ruined Furniture
44	Vines
45	Skeletons
46	Mushrooms
51	Bedding
52	Torture Equipment
53	Bookshelves
54	Recently Excavated Area
55	Dark Area
56	Alcoves
61	Mirrors
62	Campfire Remains
63	Half-Eaten Food
64	Carved Symbols
65	Tiled Walls
66	Pentagram

Specials

d66	Special	Description
11	Body Exchange	Two daises. Exchanges souls of two living beings.
12	Emergency Portal	Teleports to the exit of the dungeon. One-way.
13	Oracle	Grants truth to a single question, once per delve.
14	Ritual Room	Demon surrounded by 4d6 undead cultists.
15	Gaping Maw	Sentient. Stairway to d3 levels below, if friendly.
16	Tavern	Roll for inhabiting creatures. Possible respite.
21	Alchemist's Laboratory	Requires ingredients from specific species.
22	Monster Spawner	Generates monsters. Roll for which.
23	Map Room	Reveals hidden treasure d6 rooms away.
24	Barber-Surgeon	Heals in exchange for living, restrained subjects.
25	Sacrilegious Altar	L2 clerical spell for 10HD of monsters sacrificed.
26	Human Camp	Adventurers or bandits: based on reaction roll.
31	Carved Spells	Reading inflicts, then grants, a random L2 spell.
32	Corpse Pit	2-in-6 chance of treasure. Save vs poison.
33	Frozen Body	Cryogenically frozen L5 monster. Can be thawed.
34	Gorgon's Lair	Crumbling stone. Home of a Medusa.
35	Madman	Has lived here for too long.
36	Forge	Blacksmith upgrades weapons to +1 for 2000gp.
41	Slime Pool	Treasure within. 4-in-6 chance of gelatinous cube.
42	Ethereal Voices	Gives a clue of the dungeon's denizens.
43	Teleportation Portal	To any explored room in level below. 2-way.
44	Archive	In a forgotten language. Provides rare insight.
45	Throne Room	3000 gp of cursed treasure.
46	Fungi Network	Sentient. Communicate using mycelium.
51	Silent Room	No noise passes through here.
52	Overseer's Chambers	Home of a faction leader. Roll for which.
53	Duplication Machine	Requires 14+ Int. 2-in-6 chance of explosion.
54	Stitched Bodies	4 random encounters. Stats combined.
55	Blessing Well	Bottomless. Protection from Evil, 100gp per turn.
56	Museum	Rare antiques. 2d6x100gp worth. Fragile.
61	Sentient Ruins	Telepathic. Wish to be rebuilt. Witnessed much.
62	Overgrown Plants	Living vines. d6 corpses within, possible treasure.
63	Giant Spider Nest	3d6 eggs, rare silk. 2-in-6 chance Mother's here.
64	Merchant	Sells and purchases regular items. May give quest.
65	Prison	d6 creatures chained within.
66	Combine	Roll 2d66, combine. Reroll duplicates.

Traps

2d6	Trap Type
2	Charm
3	Sleep Gas
4	Darts
5	Magic (Random L2 spell)
6	Sloping Passageway
7	Pit
8	Wolf Trap
9	One-Way Door
10	Illusion
11	Quick-sand
12	Poison