Extended Solo Play Example

Premise: You're Kael Serin, a Deepkin Scout escorting a small caravan from Lumina Caverns to Aurora Bastion. You carry resonance crystal (d10), climbing kit (d8), and a med kit. Your skills: Navigate d10, Perceive d8, Endure d6, others d4.

Turn 1: The Journey Begins

Establish Scene: You're two days into the journey. The caravan consists of three ice haulers and their wind serpent mounts. The route follows the twilight belt, but you notice unusual wind patterns.

Frame Intent: "I want to use my resonance to sense if there are any cave systems nearby where we could shelter if weather turns bad."

Question Oracle: "Are there caves within half a day's travel?" Context suggests it's the twilight belt with some cave access, so "Likely" = d8. Roll: 6 = "Yes, and..."

Interpretation: "My resonance picks up extensive cavern networks just below the surface—larger than expected. They connect to the Deep Roads. There's shelter, but also potential danger."

Update: Note cave location on mental map.

Turn 2: Weather Trouble

Establish Scene: An hour later, your weather-sensitive mounts grow agitated. Storm coming.

Frame Intent: "I want to navigate to those caves before the storm hits."

Risk Oracle: "How dangerous is this?" The storm is approaching but you know where caves are—"Manageable" = d8. Roll: 4 = "Risky. Make a check."

Check: Roll Navigate d10. Result: 7 = Success! "I guide the caravan to the cave entrance just as the first gusts hit. We descend into darkness."

Consequence: Reduce Navigate to d8.

Turn 3: Inside the Caves

Establish Scene: The caves are warmer than expected. Bioluminescent fungus provides dim light. The caravan sets up temporary camp.

Frame Intent: "I want to explore deeper to ensure no predators are near."

Risk Oracle: "How safe is exploration?" Unknown cave, possible threats—"Precarious" = d6. Roll: 2 = "Very risky. Make a perilous check."

Perilous Check: Roll Perceive d8. Result: 3 = "Success, but complication."

Interpretation: "I detect no immediate threats, but my resonance picks up something else—rhythmic vibrations from deep below. Not natural. Not predator. Something mechanical."

Consequence: Reduce Perceive to d6. Mark 1 stress (perilous check complication).

Turn 4: The Discovery

Establish Scene: Curiosity wins. You venture deeper alone while caravan rests.

Frame Intent: "I want to locate the source of the mechanical vibrations."

Risk Oracle: "Can I reach it safely?" Deeper caves, unknown danger—"Precarious" = d6. Roll: 5 = "Not risky. You simply do it."

Interpretation: "Following vibrations, I discover a chamber with ancient machinery—Earth tech from the *Stellar Horizon* era. Lights flicker weakly. A control panel shows partial functionality."

Action: You decide to investigate the panel. "Can I interface with it?" Question Oracle: "Likely" = d8. Roll: 4 = "Yes, but..."

Interpretation: "The panel responds to touch. A holographic display activates showing a map—but it's in a code you don't recognize. You'll need an Archivist to decode it."

Loot Check: You search the chamber. Roll d12 loot die: 9 = "You find a d10 item."

Loot Roll (d10 items table): 5 = Data crystal (Earth archives fragment)

Interpretation: "Secured in a compartment is a data crystal, intact and functional. This could be invaluable to Aetherion's Archivists."

Consequence: Reduce loot die to d10.

Turn 5: Catch Your Breath

Establish Scene: You return to caravan. They've rested and eaten. Storm has passed. Time to continue.

Catch Your Breath: Reset all skills to original ratings. Loot die stays at d10.

GM Complication Roll: (Using General Complications table, d12): 9 = "Unwanted company. Another group arrives."

Contextual Interpretation: *We're in twilight belt near cave exit. Who would be here? Aurora Bastion is nearby—probably a patrol.*

Interpretation: "As you emerge from caves, you encounter an Aurora Bastion patrol. Three guards block your path. The leader steps forward: 'These caves fall under our territory. You're carrying commercial cargo. That requires inspection and access fees.'"

Turn 6: The Negotiation

Establish Scene: Three armed guards block your path. Your ice haulers look nervous. Paying the fee would consume most of your profit.

Frame Intent: "I want to negotiate, pointing out we only used the caves for storm shelter, which is traditional right-of-passage."

Risk Oracle: "How receptive are they?" Guards are rigid but not hostile—"Precarious" = d6. Roll: 3 = "Risky. Make a check."

Check: You don't have good Commune, but you could use Perceive to read their body language and find the sympathetic guard. Roll Perceive d8: 6 = Success!

Interpretation: "One guard—younger, less rigid—nods slightly when you mention traditional rights. You direct your argument to them. After tense discussion, they convince their commander to let you pass with reduced fee."

Consequence: Pay 2 water tokens. Reduce Perceive to d6.

Turn 7: Arrival

Establish Scene: Aurora Bastion's ice walls loom ahead. Journey almost complete.

Frame Intent: "I want to deliver the ice cargo and negotiate sale of the data crystal to the Archivists."

Question Oracle: "Are there Archivists in Aurora Bastion?" "Likely" = d8. Roll: 10 = "Yes, and…"

Interpretation: "Not only are there Archivists, but a visiting senior Archivist from Aetherion is currently studying auroral phenomena at the observatory. They're very interested in your discovery."

Negotiation: You propose a trade: data crystal and location of the chamber for generous payment and Archivist escort back to examine the site.

Question Oracle: "Do they agree?" "Very likely" = d10. Roll: 8 = "Yes, and..."

Interpretation: "The Archivist agrees enthusiastically and offers bonus payment. They also promise to put in a good word with the Weatherworking Guild—your reputation grows."

Session End: Update Character

Stress: 1 box marked (from perilous check)

Skills: All reset (caught breath earlier)

Loot Die: d10

Resources:

- Water tokens: Started with 10, paid 2 to guards, earned 15 from contract + 8 bonus = 31 total
- Glowcap rations: Adequate
- Reputation: Improved with Archivists

Inventory:

- Resonance crystal (d10)
- Climbing kit (d8)
- Med kit (unused)

Journal Entry: "*Found ancient Earth machinery in caves below twilight belt. Data crystal recovered—Archivists extremely interested. Guards tried to shake us down but negotiated through. Storm nearly caught us but instincts saved the day. Beginning to wonder how much old tech is hidden beneath our feet. The Archivist mentioned the machinery's code might be similar to Stellar Horizon systems. Could there be a connection?*"

Next Session Hook: The Archivist proposes accompanying you back to the chamber for full investigation. But Deep Roads are dangerous, and someone else might have noticed your discovery...

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