

Solo – Oraklet för Redelf World

En solomodul för äventyr i Dimkusten

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Solo – The Oracle of RedelfWorld

This system replaces the Game Master (GMM) by interpreting the fiction, answering questions, and driving the adventure forward based on chance and logic. This allows you to play RedelfWorld yourself without having to “make everything up” in advance. It also provides a clear framework for decisions, pacing, and consequences.

How to use the guide

When you get stuck, you start with the Oracle (Yes/No). If you are missing the next step in the fiction, use the Focus and Event Generator. On the other hand, when combat breaks out, you let the Solo AI control the enemies so that the game continues without you having to “play yourself”.

1. Solo Oracle for RedelfWorld

When you want to ask something about the world that an SL would normally answer (e.g., “Is the door locked?” or “Can the guard hear me?”), you phrase the question so that it can be answered with Yes or No. First, determine how likely it is, then roll 1T20 and read the table. Then, you interpret the answer in the fiction and let it drive the scene forward.

Probability table (1T20)

Probability	No, and... (Fumble)	No	Yes, but...	Yes	Yes, and... (Critical)
Incredible	1–3	4–16	17–18	19	20
Unlikely	1–2	3–14	15–17	18–19	20
50 / 50	1	2–10	11–13	14–19	20
Likely	1	2–6	7–10	11–19	20
Of course	1	2	3–6	7–19	20

- **Yes, but...** : You get what you want, but it costs something or introduces a mild complication (e.g. the door is open, but it squeaks loudly).
- **No, and...** : It fails miserably and triggers an immediate threat or resource loss (counts as a narrative fumble).

2. Focus and event generator

When you are missing the next step in the fiction, use the Rumor Table, the Encounter Table, or the Focus Generator. If the oracle gives an unclear answer, or if you enter a new room/area and need to know what is happening, roll 1T20 for Action and 1T20 for Topic. You will then be given a two-word clue that you interpret based on your current location, thus giving you a clear direction.

Focus Generator (1T20 Action + 1T20 Subject)

Kind	1T20 Action (What happens?)	1T20 Subject (What is it about?)
1	Block / Prevent	Resources (Food/Light)
2	Reveal / Discover	Secret / Hidden mechanics
3	Threaten / Harm	A faction/Reputation
4	Change / Shift	Weather / Terrain
5	Reward / Give	Old Treaty / Oath
6	Lose / Drop	A Trap / Hidden Threat
7	Investigate / Search	Magical Resonance / Spirits
8	Disturb / Cancel	A signature item
9	Negotiate / Meet	Violence / Physical Obstacle
10	Escape / Get away	Time / Urgency
11	Protect / Preserve	An ally / Contact
12	Attack / Start	Gold / Silver / Trade
13	Activate / Trigger	A barrier/Lock
14	Hide / Sneak	Illness / Fatigue
15	Strengthen / Heal	A clue / clue
16	Weaken / Break	Karma / Cosmic Echo
17	Claim / Dispute	A monster / Beast
18	Create / Manufacture	Ancient history/Culture
19	Warn / Notify	A Promise / Tape
20	Complete / Exit	A personal limit

Game Example

You are investigating an ancient tomb in Rivles. You roll to see what is inside the sarcophagus, and the combination is Roll 7 (Investigate) and Roll 7 (Magical Resonance). You interpret this to mean that the sarcophagus contains an object bound to an ancient spirit, which opens up magical knowledge.

3. Solo AI for combat

In solo play, monsters and SLPs are controlled by their written Tactics instructions. When the combat round begins and it is the monster's turn, you determine its action (Main Action + Movement) by looking at its Threat Rating and current situation. Additionally, a fixed priority list helps you avoid "game-leading" afterwards.

Priority on monster's turn

- Does the monster have an **Opening Move** ? If it is round 1 and the fiction allows, the monster always performs this (e.g. ambush or charge).
- Is the monster **damaged** ? Check its "Reaction to Damage" in its stat block.
- **Default behavior** (roll 1D6 if unsure):
 - **1–2 (Defensive/Tactical)**: The monster uses a tactical maneuver (Push, Disarm, Grab) to disrupt you, or moves to better cover/height.
 - **3–5 (Offensive)**: The monster makes a clean attack against the character who fictionally poses the greatest or closest threat.
 - **6 (Special/Trait)**: The monster uses magic, a ritual effect, or activates its unique trait (e.g., Flight, Poison, Fear).

1D6: Random Reaction to Damage (Suggested Table)

If a monster lacks a prescribed reaction, turn this table the first time it takes damage (or when it loses 50% of its VP).

Table: 1T6 Reaction to Damage

1. Survival Instinct (Flight/Surrender)

The monster realizes that the prey is too dangerous. Therefore, it retreats, tries to escape the scene, or is forced to make a Morale Check (VIL) to avoid surrendering. This works just like the Wreck Raiders in Eldervane.

2. Defensive Panic

The creature retreats and assumes a defensive position. At the same time, it actively uses the terrain to hide behind statues, climb onto the roof, or create distance from the attacker. In this way, the battle quickly shifts from pressure to positioning.

3. **Tactical Shift**

The monster suddenly changes its behavior in order to survive. Therefore, it uses a tactical maneuver (such as pushing or grabbing) to disrupt the player, or switches from melee to ranged combat. The result is that the player must immediately reevaluate their tactics.

4. **Rage (Berserk)**

The pain makes the creature furious and more dangerous. As a result, it immediately gains +1 damage on its next attack. This is a behavior that the Coastal Cave Troll uses.

5. **Escalation / Calls for Help**

The creature roars in pain, triggering an immediate Scene Threat. This could mean 1D4 new enemies (reinforcements) arriving after 2 rounds, or it knocking over something that triggers an environmental hazard. This can turn the battle from a duel to chaos in an instant.

6. **Death Defiance (Fights to the End)**

The monster completely ignores damage and fights even more fanatically. It fights until its very last breath without ever backing down. This is also a classic behavior for undead like the Draugen/Kallgångaren.

Automatic reactions for enemies

- **Weapon Parry/Ducking:** Armed and combat-experienced enemies normally use their reaction to parry or dodge the first attack of the round. Simple mooks, undead, animals, or surprised enemies do this only if the fiction supports it. This sets your attack SV to the opponent's defense value.
- **Shield Block:** If the enemy has a shield, it always uses its reaction to absorb the first hit that goes through, reducing the damage by -1.

4. Shifts, resources and travel

Because RedelfWorld is driven by time (shifts) and open resources, the solo adventure is governed by a fixed loop procedure. Therefore, every choice is linked to pace, risk, and resource consumption. At the same time, you get a clear rhythm that keeps the fiction moving forward even when you are alone.

The shift procedure

1. **Declare your shift objective:** “This shift I explore the ruins” or “This shift I travel to Eldervane.”
2. **Obtain Information:** Roll a relevant Knowledge or Wilderness skill (e.g. Survival or Navigation) against the region's SV.
 - **Success:** You reach your goal or find the right path.
 - **EM +5:** You conserve resources (do not consume any light/provisions this shift) or find a safe camp.

- **Failure:** You get lost or delayed. It costs 1 extra shift, and you have to check off Provisions/Lights.

3. **Roll for Random Encounter:** At the end of each turn in the wilderness/cave, roll 1D20. If you roll 17–20, an encounter occurs. Use the Focus & Event Generator or draw a monster from the region's bestiary.

The Clear Solo Loop (Quick Start at the Table)

When you sit down to play by yourself, you follow this fixed loop for each turn. It ensures that the game's resource economy and fiction always move forward:

1. Set the scene.
2. Declare shift targets.
3. Write down the effort and the consequence.
4. Beat the skill or ask the oracle.
5. Meet at the end of the shift.
6. Update resources, VP, FP, Karma and reputation.
7. Continue to the next scene.

5. Karma and consequences

When you're playing alone, it's easy to be too kind to yourself. Use this golden solo rule to keep your game "hard and down to earth." That's why you always need to lock in both profit and risk before you hit.

The Solo Rule of Consequences

Before rolling a dice for a risky action, you must write down or say out loud:

- What you gain if you succeed.
- What the fiction requires if you fail (damage, lost time, or a threat being activated).

If you choose a moral shortcut to lower your SV, you must immediately give yourself -1 or -2 in Karma on your character sheet.

6. Solo Appendix: Eldervane – The Misty Coast

When you declare a shift target along the Misty Coast, the region's fixed modifiers are applied, and you get a tangible sense that the location "plays" into the mechanics.

- Sneak/Infiltrate -2 SV
- Shooting +2 SV
- Eloquence/Lies -2 SV

- and Climb/Balance +2 SV

Remember the resource rule: Metal rusts without maintenance (Crafting SV 10 per week).

7. Random Encounters in Eldervane

(Beat 1T20 on beats 17–20 at the end of the shift)

1T2 0	Meeting / Threat level	Mechanical fiction block & behavior
1–5	Mist Thieves (Mook group / Common)	Fiction: 3–5 infiltrators step out of the fog. AI: Opening move: Sneaks forward and performs a tactical maneuver (Grab) to steal a signature item. Rolls 1D6 per turn: on a 1–5, a social attack is made (Threat/Extortion, 1D4 damage).
6– 10	Cold Walker (Draug) (Common)	Formal name: Draug. Folk name: Coldwalker. AI: Opening move: Rises from the wet earth with a silent ambush. Immune to poison. Rolls 1D6 per turn: 1–2 Push back against cliff edge, 3–5 Melee (1D8 damage), 6 Fear (Mental MF +4). Fights to the last breath. Fiction: A large, slow armored vehicle covered in sharp barnacles. AI: VP 24 Reflex +4 (slow), Armor -2 (Natural). Reaction to damage: Becomes enraged, +1 damage on next attack. Hits 1D6: 1–2 Knock Down/Prone, 3–5 Heavy Melee Attack (1D12 damage), 6 Triggers Scene Threat: Ground Bars (rock boulders collapse, creating difficult terrain).
11– 15	Coastal Cave Troll (Elite)	Fiction: Desperate locals bribe harbor guards and slit the throats of survivors. AI: Uses short sword (1D6) and half cover in fog (SV 15). At EVP 50% they roll Morale test VIL to flee or surrender.
16– 19	Wreckraider (Common)	Fiction: A colossal ooze of liquid condensation and ancient rage. AI: VP 35 CP 6 MF Phys/Ment/Reflex +8. Ties in the drama of the entire scene. Scene Threat: After 3 rounds, the entire zone is covered by a corrosive salt storm (1D4 damage /round).
20	The Forefather of Fog (Solo / Stage Monster)	

8. Local Rumors and Hooks

When you rest during a shift at a tavern or socialize in a coastal village, roll 1T20. Use the result as an immediate fictional hook – or as the overarching goal for the next exploration shift. Also: when you're about to roll risky actions, write (or say) effort + consequence first, and let Karma be directly affected by your choices.

1T2 0	Reputation/ adventure hook	Fictional description & game mechanic connection
1	“The other side of the coin”	It is said that smugglers in Baccolath have begun counterfeiting King Brastor's Cleft Coin with a fake white cleft tongue. If you attempt to trade with the wrong coin, you risk -1 FRP (Reputation) in the port.
2	“The Last Voyage of the Sinking Yew”	A living elven Singing Yew ship has been sighted drifting off the cliffs; its rigging has been shattered after an encounter with a war galleon. It is a living magical node – if reached, a magician or troubadour may find forgotten knowledge.
3	“The Echo of the Drowned Oath”	A local nobleman broke a ritual vow to the spirits of the coast. The sea now demands mercy or sacrifice. Investigating the ancient

1T2 0	Reputation/ adventure hook	Fictional description & game mechanic connection
		coastal cave can give +1 Karma, but taking the nobleman's gold to silence it will result in -2 Karma.
4	"The Envoy of the Light Line"	A priest from Lasteveng has disappeared into the fog. He was carrying a scroll of prayers that are said to calm the restless ghosts along the graveyards.
5	"The Mist Catchers"	The price of Trap Mist Elixir has doubled in Eldergate. Alchemists are desperately searching for fresh Trap Mist along the cliffs. A successful harvest (Alchemy SKILLS 15) yields a valuable trade item.
6	"Wind Lottery"	The old windmills have stopped spinning in Port Lanyrien. The Merchant Guild is offering a hefty reward in pure silver currency to the craftsman or mechanic who can repair the cogs in the lighthouse.
7	"The Plunderers' Pact"	Rumor has it that the Nightcloak guild has struck a secret deal with local wreckers. Investigating the rocky reefs could reveal the smuggling route – giving you fictional leverage against the noble council.
8	"The dark silence of the deep heart"	Something has silenced the birds around the ruined city of Deepheart. Rumor has it that an occult cult has carved a Pattern Lock into the ground to guide travelers into the ruin. To pass requires mental strength.
9	"The Drowned Split Coins"	A sloop carrying a nobleman's treasure chest sank near the harbor. Divers claim the water has turned icy cold and a chilling grip is dragging down anyone trying to salvage the silver.
10	"The Carpenter's Last Wish"	An old shipbuilder seeks Ice Blue Resin (a rare ingredient) to seal his last shipbuilding. He offers a rare runehammer in exchange for whoever can cross the Shadow Path.
11	"Chapel of Silence"	A small temple by the sea is said to be haunted by an ethereal swarm of spirits. The priests claim that a Great Purification is required - but the place is so delicate that failure brings immediate misfortune to your cosmic echo.
12	"The fear of the peasant conscription"	The local militia refuses to patrol the misty forest areas. They say an elite wolf prowls the trail, its howling forcing entire units to flee before the battle even begins.
13	"The Bribes of the Seven Streams"	The Seven Streams nobility are said to be buying up trophies and beast parts to finance a secret warship. A character with the Trade skill can sell unique trait items for double the price in a guild setting.
14	"The Return of the Rune Brothers"	It is rumored that the Rune Brothers of Lasteveng have been seen carving rune barriers on the doors of abandoned coastal forts, blocking physical and magical infiltration by unauthorized people.
15	"The hidden cracks of the fog"	Several blacksmiths complain that the raw material from the latest wreck finds has a hidden crack. Weapons forged from the metal are said to break in half the first time they are used in the heat of battle.
16	"The Thieves Guild's Blackmail"	A thief has come across written evidence (a heavy social weapon) showing that the Port Lanyria customs officer is accepting bribes in pure ore. The thief is now being hunted by the intelligence agents.
17	"The Whispering Wreck"	A stranded shipwreck is said to sing ballads at night. Troubadours believe that the ship carries a musical echo, and that whoever can decipher the notes can learn the rites of harmonious purification.

1T2 0	Reputation/ adventure hook	Fictional description & game mechanic connection
18	“The corrupt harbor guard”	A guard at the port gate demands extra copper coins in customs from lone travelers. You can verbally disarm him with Eloquence – but if he fails, he blows his whistle.
19	“The Wrath of the Azelim”	A caravan of polished silver coins was attacked by the Azelimer ("Gold Claws"). They see the metal as an insult and have scattered the treasure in the swamp, which in turn has attracted mooks.
20	“The Shadow of the War Galleon”	A massive war galleon from Baccolath has been sighted anchored in the outer archipelago. Tacticians believe they are preparing a large-scale blockade, and warlords seek scouts to gauge the ships' artillery.

9. Regional finds and loot

What will you find when you defeat enemies or explore locations? The regional loot table in Eldervane is tiered. This allows you to mechanically control the rewards based on how difficult the challenge was, and therefore rewards are both fair and thematic.

- **Regular Scan / Simple Mooks:** Roll 1T20, but the max result is 16 (if you roll higher it will be 16).
- **Defeated Elite Monster / Hard-to-Find Treasure:** Roll 1D20 as usual (full access to Rare Finds).
- **Defeated Solo/Stage Monster:** Roll 1D20 with +2 on the result (can give over 20).

1T2 0	Level	Item/Broken	Game data & Fictional connection
1	Common	Soaked garbage	Seaweed and rotten planks. No value, sour smell in one shift.
2	Common	Moist travel kit	Moldy blanket, cracked mug and 1D10 Silver Coin. Table: 1.
3	Common	Thick wax candle (3 pcs)	Smuggler's Light. Lights for 1 shift, ignores wind visibility modifiers. Board: 1 slot.
4	Common	Split coin in leather pouch	Contains 2D6 Silver Coins. Gives +1 FRP (Reputation) when trading in Port Lanyria.
5	Common	Bottle of Trap Mist Elixir	+2 Initiative in a scene. Side effect: May cause tremors (-1 to fine motor skills) afterwards.
6	Common	Iron diver's claw	Works as a tool. Gives +2 on next Climb/Balance move (removes slippage). Board: 1.
7	Common	Snorre whistle	Bell Bronze. Use as reaction: Social attack (TA: Disturbance, 1D4 SVP damage).
8	Common	Elviskt Törres bark powder	Instantly stops light bleeding. +1 to all Resistance attacks during the scene.
9	Valuable	Sea salt from black spring	Occult ingredient. Can be used to brew Breathing Salt (Simple SV 12).
10	Valuable	Linden honey syrup	Restores 1D6 VP, relieves stress. +1 on next social battle in the scene.
11	Valuable	Rusty rune hammer	Two-handed (1D12 damage, Bord 2). Clumsy: -1 Initiative until repaired (SV 10).

1T2 0	Level	Item/Broken	Game data & Fictional connection
12	Valuable	Signal horn	Can be used once per scene to force a Mook group to Morale Test (VIL).
13	Valuable	Old treaty	Salt-stained parchment. Counts as a written, medium social weapon (1D6 damage).
14	Valuable	Dagger of the Singing Yew	Damage 1D4, Kill 0. Magicians/troubadours can burn 1 FP to lower a magic/music SV by -2.
15	Valuable	Catcher's raw materials	Glass flask with concentrated condensation. Can be sold for 10 Silver or brewed into an elixir.
16	Valuable	Thief tools	Infiltration kit in leather roll. Removes the normal +5 SV penalty when cultivating. Cost: 1.
17	Rare	Coastal map fragment	Sealskin with carbon joints. Permanently grants +2 to all Navigation skills along the Misty Coast.
18	Rare	Shadow moss	Luminous occult moss. Can be distilled into Shadowstep Potion (Medium SV 17). Rots after 7 days.
19	Rare	The Master's Compass	Mechanical marvel in brass that never rusts. Permanent +1 to Navigation & Survival.
20+	Rare	The true gold of the wreck	Heavy gold bar stamped by The Seven Streams. Value 5 Gold Coins (50 Silver). Bord: 0.05.

10. Stage Monster: The Forefather of Fog

Purpose: The escape rule allows an overpowered stage monster to be deadly without automatically ending the campaign. The player can always escape, but must pay a clear price. Testing Tip: Start with a simple shift along the Mist Coast and have the player face a low-risk threat before introducing the Mist Ancestor.

The Forefather of Fog (Solo / Stage Monster)

- **Fiction:** A colossal creature of liquid condensation and ancient anger. As a result, it feels more like a weather phenomenon with a will than an ordinary monster, and the mood immediately shifts when it enters the scene.
- **AI:** VP 35, KP 6, MF Phys/ Ment/ Reflex +8.
- **Scene Threat:** After 3 rounds, the entire zone is covered in a corrosive salt storm (1D4 damage/round). In other words, the encounter escalates quickly, and you have a clear clock ticking towards disaster.

Escape Rule (Pay the Price)

You can't just run away from a monster, but you can escape the scene alive by sacrificing something. At the start of your turn (before the monster's AI activates), you can declare that you are fleeing. This requires you to immediately choose one of the following fictional victims:

- **Lose Equipment:** You lose an item of your choice from your equipment list in the fog (it is swallowed by the sea).

- **Sacrifice Resources:** You lose 2 shifts worth of Provisions or Light when you are forced to dump your pack to go faster.
- **Take the Hit:** You immediately take 1D4 in pure Vitality (VP) damage without being able to hit Evade or Parry, as the spirit's corrosive mist whips your back during your flight.

11. Optional rule: Desperate retreat

In the core rules, retreating from a hostile zone requires a roll of the Acrobatics roll (LV 13–16), and failures can result in a quick death if the group is crowded. This module gives players a "safety valve" to ensure they survive an overwhelming battle - but they have to pay whatever the fiction demands. This allows you to cast extremely dangerous threats without making retreat a "non-choice".

Use when

you want to be able to throw extremely dangerous Solo or Elite monsters at the group, and let them realize that retreat is a valid, dramatic solution instead of an inevitable "Total Party Kill" (TPK).

Desperate Retreat Procedure

1. **Declaring Escape:** At the start of a new combat round, before the enemy has acted, the group (or an individual character) can declare a Desperate Retreat. No Acrobatics moves are needed to leave the zone.
2. **Pay the Price:** To successfully escape, each fleeing player must immediately choose and pay one of the following fictitious sacrifices:
 - **Lose Equipment:** You are forced to dump valuable cargo to distract or slow down the enemy. Choose a significant item from your equipment list (a weapon, a magic component, or a treasure) that is lost in the terrain.
 - **Sacrifice Resources:** You dump your gear to go faster. The group (or individual) loses 2 full shifts of Provisions or Light during the panicked escape.
 - **Take the Hit:** The enemy deals a final, unblockable blow when you turn your back. You immediately take 1D4 in pure Vitality (VP) damage (SL can increase this to 1D6 for extremely dangerous Solo monsters). You may not use reactions (shield/parry) or armor reduction against this damage.
3. **Result:** The characters immediately leave the scene and the battle ends. The group is moved to an adjacent, reasonably safe zone where they can lick their wounds.

Game Leader Tip (SL)

Always say out loud to the group when a monster is clearly overwhelming: "This is a Solo threat. Remember that you can use the Escape rule at any time, but think about what it will cost you." Let the players themselves describe what their chosen victim looks like in fiction as they run for their lives.

12. General template for new solo regions

This template helps you quickly create a region that feels both alive in fiction and clear in gameplay. It gives you a structure that holds together mood, difficulty values, encounters, rumors, and rewards. This makes it easier to improvise without losing direction, and it also allows you to reuse the format for multiple regions and still get variety.

Rivle's Deep Roots

Create new Solo regions

Here is a suggestion on how you can expand **Part 1** with an **Environment Generator (2T20 Word Association)** that allows you to randomly generate completely new unique regions and their SV squares, just like in the idea for the reputation table!

By combining a word from **Environment Type** with a word from **Theme / Trait**, you can immediately read what will be EASY (SV -2), DIFFICULT (SV +2) and which environmental effect will be activated.

Part 1: Region's identity & SV box (Generator)

When creating a new solo region, hit **1T20 on Table A (Environment Type)** and **1T20 on Table B (Theme/Features)** to define the mechanical identity of the area.

Table A: Environment type (1T20)

- **1–3: Primeval Forest / Jungle** → **EASY:** Hide/Sneak | **HARD:** Navigation/Detect Danger
- **4–6: Desert / Dead Land** → **EASY:** Detect Danger | **HARD:** Survival/Endurance
- **7–9: Swamp / Wetland** → **EASY:** Track/Wilderness | **DIFFICULT:** Athletics/Movement (Sinkhole)
- **10–12: Mountains / Ravines** → **EASY:** Defense/Tactics (Altitude) | **DIFFICULT:** Climbing/Balance
- **13–15: Coast / Mistland** → **EASY:** Infiltration | **HARD:** Shooting/Range Attack (Poor visibility)
- **16–18: Ruined City / Tombs** → **EASY:** Research/Knowledge | **HARD:** Culture/Villainy (Isolated)
- **19–20: Cosmic Shift / Magic Zone** → **EASY:** Magical Resonance | **HARD:** Willpower/Mentality

Table B: Theme / Features (1T20)

- **1–4: Fungal Infected / Corrosive** → *Effect*: Resources (Provisions/Equipment) are destroyed unnaturally quickly. Failed attacks cost double resources.
- **5–8: Shadows / Occult** → *Effect*: Darkness consumes the mind. Any failed hits in the zone give -1 Karma or risk of stress/exhaustion.
- **9–12: Forgotten / Ancient** → *Effect*: Lost Age. The SV value increases by +1 for anyone who does not have the correct Knowledge skill, but regional finds give +2 on the table.
- **13–16: Ferocious / Predatory** → *Effect*: Aggressive ecosystem. Chance of Random Encounters increases (triggers on 15–20 instead of 17–20).
- **17–20: Damned / Undead** → *Effect*: Spiritual Sleep. Healing and VP recovery during shift rest is halved if you do not light a sacred fire.

Example of how to generate a region in seconds:

1. Type: 4 (Desert / Dead Land) + 2 (Fungal / Corrosive) = *The Corrosive Ash Desert*

- **SV box**: It's easy to see dangers on the open ash plains (SV -2 Detect Danger), but the extreme heat and drought make it deeply exhausting (SV +2 Survival).
- **Environmental Effect**: The chemical or magical fungus in the ashes causes your Provisions to rot in your pack. Each failed shift costs double the Provisions.

2. Type: 11 (Mountains / Ravines) + 7 (Shadows / Occult) = *Shadow Gap*

- **SV square**: The narrow passes make it easy to set up ambushes and defend yourself (SV -2 Defense), but the rocks are slippery and unstable (SV +2 Climbing).
- **Environmental Effect**: Shadows move along the mountain walls, whispering evil thoughts. If you miss a hit, you suffer mental exhaustion (-1 Karma for losing your grip on hope).

Part 2: Random Encounters in the Region (Evolved Solo AI) When you move in the wilderness and roll 17–20 at the end of a shift, an encounter is triggered.

- **1–5 (Mook group): Fungally infected Forest Dogs.**
 - *Fiction*: 3-5 skinny beasts whose fur is replaced with pulsating fungal growth.
 - *AI & Tactics*: Opening move: Ambush (always attacks by surprise from the undergrowth). Rolls 1D6 per turn: 1-5 = Simple attack with bite, 6 = Tactical maneuver (Grabs your leg to pin you down).
- **6–10 (Common Enemy): Shadow Cultist.**
 - *Fiction*: A fanatical member of an occult sect that worships the darkness of the forest.
 - *AI & Tactics*: Opening move: Throws a throwing knife from a distance. Rolls 1D6: 1-2 = Defensive (hides behind trees), 3-5 = Melee with dagger, 6 = Summons 1D4 cultist mooks. Fights until 50% VP, then flees into the shadows.
- **11–15 (Elite Enemy): Rivles Tomb Guardian.**

- *Fiction*: A towering, undead warrior bound to an ancient sarcophagus.
- *AI & Tactics*: Reaction to damage: Death Contempt (ignores damage completely and never retreats). Rolls 1D6: 1-2 = Tactical push with shield, 3-5 = Heavy attack with rusting sword, 6 = Stage threat triggered (ground collapses, creating a pit of difficult terrain).
- **16–19 (Looters): Desperate Grave Robbers.**
 - *Fiction*: Survivors driven mad by the darkness of the forest, heavily armed but afraid.
 - *AI & Tactics*: Always use half cover behind large roots. Flee immediately if they fail a morale check when their leader is injured.
- **20: Stage Monster - Forest Roots.** (See part 3)

Part 3: Stage Monster & Escape Rule (Designing Grand Encounters) This is the boss of the region. It should feel like an escalating threat that ties together the entire drama of the scene.

- **Name & Fiction**: *The Root Beast of the Forest*. A monstrosity of intertwined, dead roots and pulsating magical resonance. Its mere presence causes the forest to shake and choke the air.
- **Threat & Scene Threat**: The beast fights not only with claws but with the forest itself. *Scene Threat*: After 3 rounds, the beast triggers "Suffocating Spore Storm". The entire zone is filled with toxic gas that deals 1D4 damage per round to anyone who breathes it.
- **The Escape Rule (Safety Valve)**: If you declare escape from this nightmare, you must immediately pay the price of fiction:
 - *Lose Equipment*: A ferocious root steals an important item from you in the dark.
 - *Sacrifice Resources*: You dump your backpack to escape and lose 2 shifts of provisions/candles.
 - *Take the hit*: A massive branch whips your back as you flee; take 1D4 in pure VP damage.

Part 4: Local Rumors & Adventure Hooks (2T20 Word Association)

When you rest in a camp, talk to a nomad, or find ancient writings at the edge of the forest, you roll **1T20 on Table A** and **1T20 on Table B**.

The combination gives you a two-word clue that sets the fiction in motion. To maintain the balance between risk and reward, use the golden rule of soloing: **always decide what you gain (Karma/FRP/Silver) and what you risk before investigating further.**

Table A: Action / Condition (1T20)

- **1**: Corrupt / Infect
- **2**: Hide / Bury
- **3**: Whispering / Alluring

- **4:** Break / Plunder
- **5:** Sacrifice / Donate
- **6:** Wake up / Get up
- **7:** Block / Ensnare
- **8:** Search / Look for
- **9:** Lose / Lose
- **10:** Protect / Preserve
- **11:** Sell / Bargain
- **12:** Betray / Deceive
- **13:** Clear / Whole
- **14:** Attack / Threaten
- **15:** Forgotten / Ancient
- **16:** Lost / Isolated
- **17:** Stained / Unsanctified
- **18:** Cold / Manas
- **19:** Escape / Desperate
- **20:** Lock / Seal

Table B: Goals / Focus (1Q20)

- **1:** Silver / Trade item
- **2:** Tomb / Sarcophagus
- **3:** Caravan / Cargo
- **4:** Nomad / Guide
- **5:** Root best / Plant power
- **6:** Relic / Signature Item
- **7:** The Nightgown / Thief
- **8:** Cultist / Ritual
- **9:** Spirit / Ghost
- **10:** Runestone / Blessing
- **11:** Provisions / Resource
- **12:** Trap / Poison

- **13:** Forest Raw / Hermit
- **14:** Path / Shortcut
- **15:** Source / Water
- **16:** Seal / Heirloom
- **17:** Ore / Forge
- **18:** Raven / Omen
- **19:** Undergrowth / Shade
- **20:** Cosmic Echo / Karma

Three examples of how you interpret this in Rivles:

1. Battles: 1 and 3 (Corrupt + Caravan)

- *Interpretation:* You hear rumors of a trade caravan that has not only gotten lost, but whose cargo has been infected by the forest's spores. If you find it, you can salvage the goods, but you risk infecting your own provisions.

2. Strokes: 13 and 9 (Clear + Spirit)

- *Interpretation:* A tormented spirit is bound to an unconsecrated grave, whispering in the undergrowth. If you use magical resonance to *clear* the place of the fungus, you can free the spirit and earn +1 Karma.

3. Type: 11 and 6 (Sell + Relic)

- *Interpretation:* The Shadow Cult is looking for a specific *ancient relic*. If you find it, you can *sell* it to them for a lot of silver (+1 FRP with the cult), but it will cost you -1 Karma.

Part 5: Regional Finds & Loot (Reward Economy) Rewards that reflect Rivle's dark nature. Roll 1T20 (max 16 for simple mooks, full table for Elite, +2 for Stage Monsters).

- **Common (1–8):** Rotten wood, poisonous mushrooms (no value), a worn torch, dirty copper coins, or a piece of rotten rope.
- **Valuable (9–16):** Useful survival tools. A working short sword (1D6), alchemical ingredients (Rivles moss), thieves' tools from a previous adventurer, or lime honey syrup (which restores 1D6 VP).
- **Rare (17–20+):** A priceless treasure. A magical signature item lost in time, glowing dark mushrooms (which give +2 effects to alchemy), or a scroll of protective runes.

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