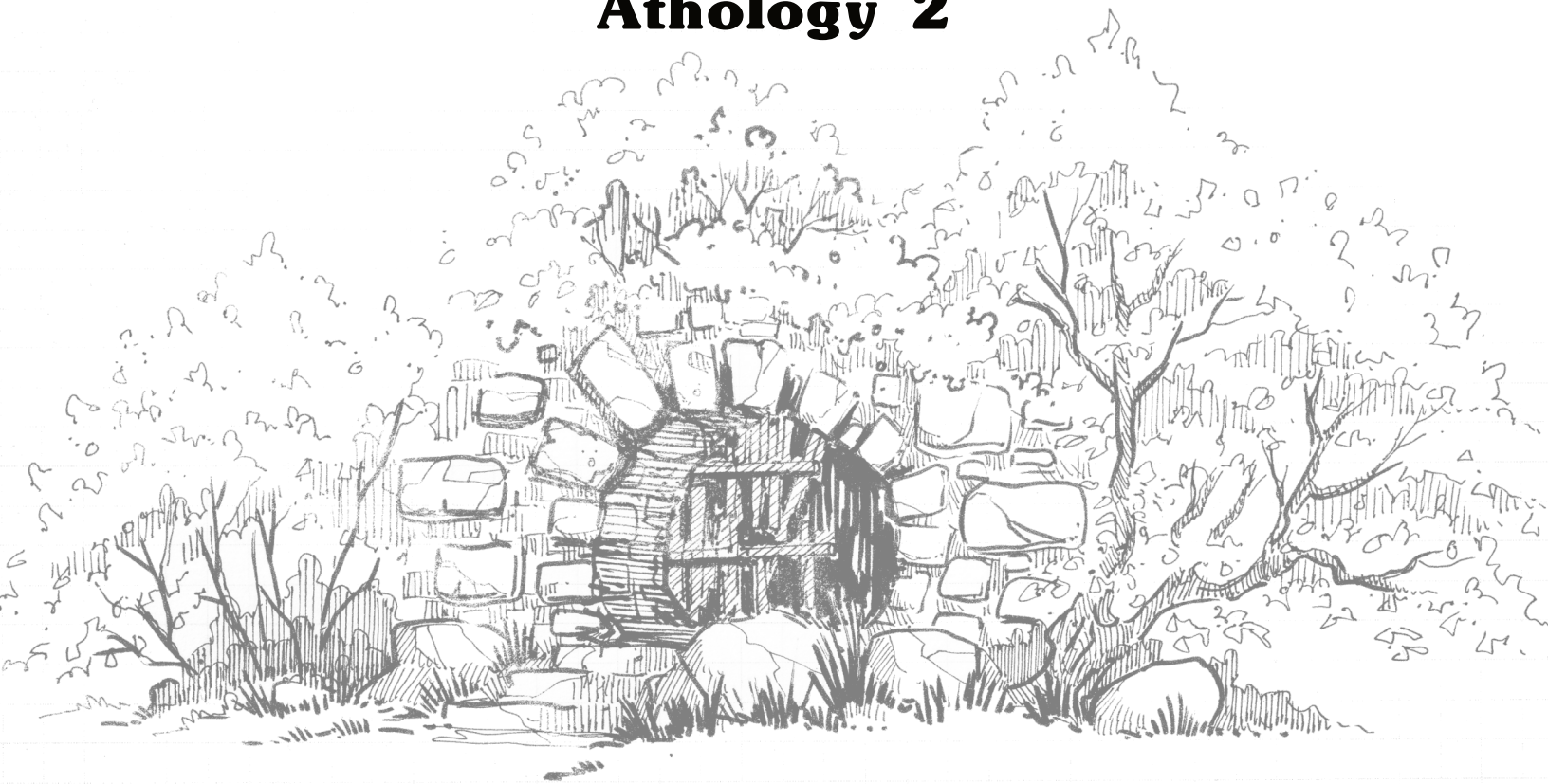

The Bear Dungeon

**From Basic Fantasy Adventure
Athology 2**



Actual Play

Written by: John Lopez, @rpg_solo
Cover: the Forge Studios

Format

Rule set: Basic Fantasy

Oracle: Recluse Solo Engine, SoloRPG Context Matrix, Gristleslick Alley NPC reaction system

Resources: Basic Fantasy Adventure Anthology 2: The Bear Dungeon

This will be my format for oracle elements.

- This will be my format for rule set elements.

This will be my format for writing down narrative elements.

This will be my format for resource elements.

Characters

I'm just going to use a party of three Basic Fantasy characters generated on the website:

Hemlock: Human Cleric 1, AC 19, #At 1, Dam 1d8, Mv 20', MI 9 STR 15 (+1) INT 15 (+1) WIS 13 (+1) DEX 13 (+1) CON 15 (+1) Equipment: Plate Mail, Shield, Mace
HP 7 □□□□□ □□

Selbas: Human Thief 1, AC 13, #At 1, Dam 1d8, Mv 30', MI 9 DEX 16 (+2) Equipment: Leather Armor, Scimitar
HP 4 □□□□

Context Matrix

Reading through the adventure setup, I add a bunch of different elements to my context matrix.

I'll start things off as per the module, with my group having already decided to help the town of Bear.

Player's Background

You are a group of wandering adventurers trying to make your way to the south before **winter** rears its cold head. Late in the morning you come across the small farming village of Bear.

People everywhere are gathered along the road and you can overhear people talking of strange and unusual happenings. **Two small kids** come running, crying aloud and yelling.

"We are so sorry it must have been us – we opened the cellar in the woods" The people start pressing the children about what they found and where the cellar is.

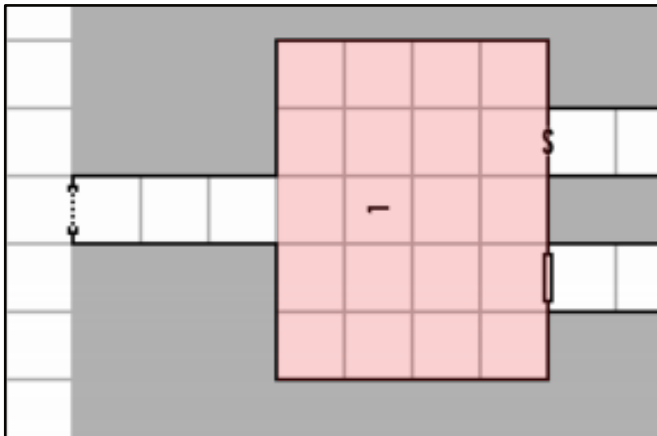
The local people take notice of you and your party. Seeing that you are strong, tough, and have the look of well-seasoned adventurers, they ask for your help.

First, I'll add **winter** and **two small kids** in my context matrix.

The module mentions starting near the entrance to the dungeon if the PC's agree to help, but I'll roll for a random encounter anyway.

- I roll for a wilderness encounter and the result is (3): no encounter.

Oh well! I guess Hemlock and Selbas will just start out near the dungeon entrance.



1. Cellar Entrance:

A short path leads to an open room that is lit just enough from the sunlight entering the cellar door. The path looks freshly-traveled with no visible **cob webs**. The children's description of the smell did not do it justice. You noticed bear tracks headed away from the entrance of the cellar, and a single door that looks too complicated for an animal to open. **Slime trails** are seen throughout the room.

I add **cob webs** and **slime trails** to my context matrix.

The module mentions a giant pounder snail in this room. I decide to ask Recluse if its currently in this room (Likely). The result is (••••): some presupposition behind the question is wrong...

I roll on my context matrix for inspiration. The result is **Foot Prints** and **Winter**. Combined with the bear tracks, I interpret this as the bear having killed the snail to fatten itself up for the coming winter.

I ask Recluse if the bear is eating the snail right now (Even). The result is (••••): No.

Hemlock poked at a patch of slime on the floor. "We should be wary of whatever revolting creature left this," the cleric shuddered.

"I think its already taken care of," Selbas ran his dagger through the thick

cobwebs. Inside was the crushed shell and gooey remains of a giant snail.

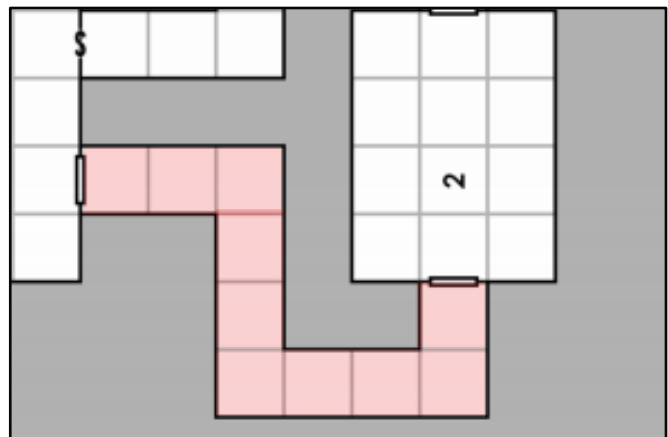
The module mentions a secret door in this room. I ask Recluse if Selbas thinks to check for this (Even) while his friends stand guard. The result is (••••): Yes.

- I roll to search for secret doors and the result is (5): nothing found.

Hemlock coughed, clearing the dust from his throat. "Are you done, yet?,"the cleric asked impatiently. "We have a perfectly good door waiting for us."

"Well, I didn't find anything, so I guess," Selbas shrugged as they tried to open the single door in the room.

I ask Recluse if the door is locked (Unlikely). The result is (••••): No.



Corridor 1-2:

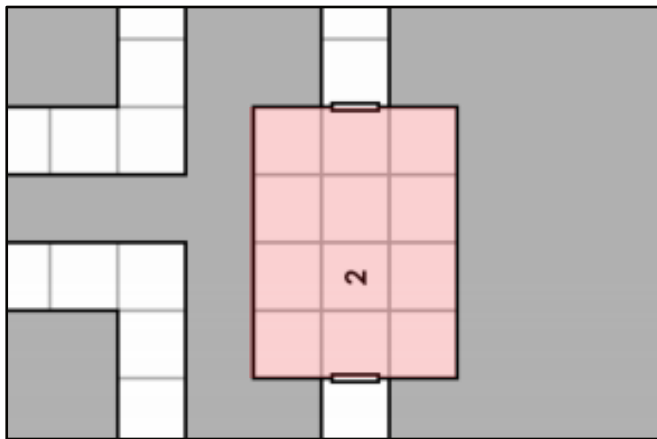
According to the map, the cellar entrance opens up to small corridor leading up to the next room. A wandering monster check seems in order, as Selbas took his time searching for secret doors.

- I roll a wandering monster check and the result is (2): no encounter.

The companions struck a torch and made their way through a dark winding corridor leading to another door.

I ask Recluse if the door is locked (Unlikely). The result is (1, 3, 3, 3): No.

"Go on then, Selbas, opening doors is your job," the cleric whispered as he readied his mace and firmly grasped his shield.



2. Awoken Dead Room:

The room is lit by a single torch on the north wall that creates shadows with every movement. It is also apparent now that this is no food cellar, as you see two open **caskets** in the center of the room. Two **piles of bones** are laying next to them.

I add **caskets** and **piles of bones** to my context matrix.

I ask Recluse if the bones look recently disturbed (Likely). The result is (3, 3, 3, 1): Yes, and...

Hmm, I add a roll on the context matrix. The result is **Missing Pet**. Also, the module mentions skeletons animating here.

Selbas raised his eyebrows when he saw a black cat jump down from one of the piles of bones.

"Looks like the old man's missing cat," Selbas chuckled. His smile quickly faded when two skeletons rose from a pile of bones.

Combat Round 1 (vs. skeletons):

- I check to see if Selbas and Hemlock are surprised and the result is (3): No surprise.
- Initiative order: Hemlock (7), Selbas (5), Skeleton #1 (4), Skeleton #2 (3).

The description of the room mentions two open caskets next to the piles of bones.

Hemlock will try to keep a casket between himself and skeleton #2 and attack skeleton #1.

- I roll to attack and the result is (natural 1)...

"Stay still, you cursed thing!" Hemlock shouted as he swung wildly at one of the skeletons. The other one was already moving towards his friend.

Selbas is holding the torch and swings his scimitar at skeleton #2. He'll try to keep the other casket between himself and skeleton #1.

- I roll to attack and the result is (19+1=20): Hit.
- I roll for damage and the result is (7): Death.

Selbas wasn't impressed. He lopped off the skull of the closest skeleton before it could completely rise from the pile of bones.

The remaining skeleton will attack one character. I ask Recluse if it is Hemlock (Even). The result is (3, 3, 1): No.

Skeleton #1 will attack Selbas at -1 penalty because Selbas was keeping one of the caskets between himself and this skeleton.

- Skeleton #1 rolls to attack and the result is (16+1-1=16): Hit.
- I roll for damage and the result is (2): Injury.

The skeleton lunged over the casket with a rusted blade, opening up a nasty gash on the thief's arm. Selbas ground his teeth in pain.

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HP 7 □□□□□ □□

Selbas: Human Thief 1, AC 13, #At 1, Dam 1d8, Mv 30', MI 9 DEX 16 (+2) Equipment: Leather Armor, Scimitar
HP 4 ■■□□

Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.
HP 5 □□□□□ HP 4 ■■■■

Combat Round 2 (vs. skeleton):

- Initiative order: Selbas (7), Hemlock (3), Skeleton #1 (2).

Seeing his friend injured, Hemlock rushes at the skeleton to attack with his mace.

- I roll to attack and the result is (16+2=18): Hit.
- I roll for damage and the result is (6+1=7): Death.

Hemlock cried out in a battle prayer as he smashed the skull of the remaining skeleton.

Afterwards, he carefully tended his companion's wounds, "I would offer you a blessing, but these bandages will have to do for now."

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HP 5 ■■■■■ HP 4 ■■■■

With combat being over, I ask Recluse if the old man's missing cat is still in this room (Unlikely). The result is (🎲🎲🎲): No.

My characters will press onwards to the next room!

However, Selbas will take a moment to listen at the door.

- I roll to Listen and the result is (10): Selbas **could** have heard something.

Scanning through the description of the next room gives me one potential source of sound: stirges.

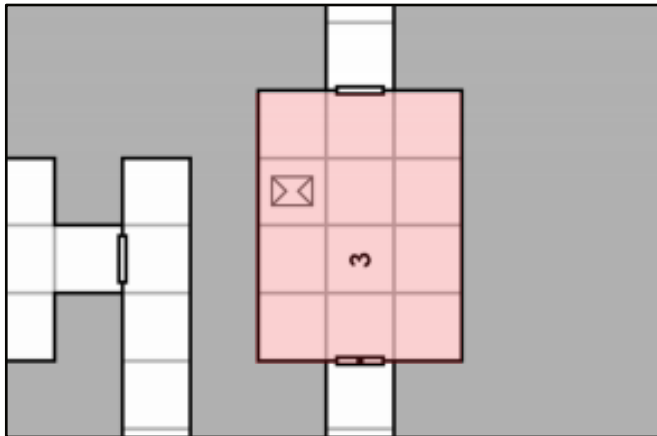
First, I ask Recluse if he **does** hear something (Likely). The result is (🎲🎲🎲): Yes, and...

The obvious interpretation is that the source of the sound is also clear to Selbas.

As Selbas stood up from listening to the door, the thief looked worried. "Buzzing sounds...stirges maybe," he rubbed his arm.

Hemlock thought for a minute, "lets just light another torch and try to scare them off while we barrel through the room."

Its a plan! So lets continue to the next room.



3. Stirge Nest:

The room has a feeling and smell of a giant bird cage. Walking in the room leaves **white residue** all over your boots. A **small chest** in the corner of the room is covered with years of the same white residue.

I add **white residue** and **small chest** to my context matrix.

We already established that the stirges mentioned in the module are present. They are supposed to drop down from the ceiling as the characters enter.

I ask Recluse if the stirges attack immediately. (Likely). The result is (1, 2, 8): No. Hmm strange?

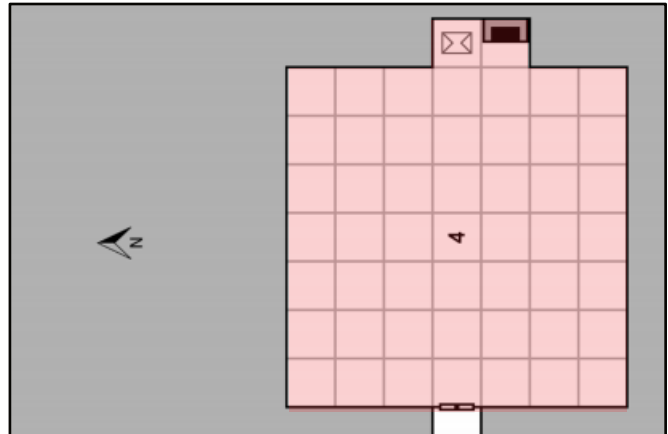
I also add two rolls on the context matrix to explain why. The result is **white residue** and **piles of bones**. I interpret this as the withered husk of a previous visitor to the dungeon.

Shouldering open the door, Hemlock barreled through the room followed by Selbas, "just keep going!"

Bloated stirges flew from a withered husk laying next to a small chest. Filth from the stirges covered everything.

Might make sense to ask Recluse if the door on the other side of the room is locked (Even). The result is (1, 2, 8): No.

As we already determined that the stirges won't immediately attack, my characters are able to enter the next room and quickly close the door behind them.



3. Gathering Hall:

When the door opens you see a group of kobolds who seem to be using this cellar as their den.

The module has more descriptive elements outside of the main boxed text:

This large room was once a meeting place of some significance, a council chamber perhaps.

Now it is in shambles, with years of paint worn away, carpets stained with who knows what, and water dripping in from the roof above. **Tree roots** from the forest have begun breaking through the walls. Trash and food waste lay rotting everywhere.

A large chest is seen stashed in the **fireplace** at the end of the room. A large painting of a bear is located above the fireplace.

I add **tree roots** and **fireplace** to my context matrix.

Before we roll for surprise, lets ask Recluse if the hanging tree roots would provide any cover from missile fire (Even). The result is (☺☹☹): Yes. Yay!

Combat Round 1 (vs. kobolds):

- I check to see if Selbas and Hemlock are surprised and the result is (5): No surprise.
- I check to see if the kobolds are surprised and the result is (2): Surprise. Nice!
- Initiative order: Hemlock (3), Selbas (1), Kobolds are surprised.

Hemlock will wade into the kobolds and attack the strongest looking of the bunch.

- I roll to attack and the result is (natural 20): Hit. Woohoo!
- I roll for damage and the result is (5+1=6): Death.

The kobolds stood in awe of Hemlock as he crashed into their group dressed in plate mail.

"Forward, Selbas. To victory!", he yelled, as a kobold crumpled to the floor under the blows of his mace.

Selbas will fight close to Hemlock, to prevent the kobolds from ganging up on them. He'll also take a swing at a random kobold (#3).

- I roll to attack and the result is (13+1=14): Hit.
- I roll for damage and the result is (2): Death.

The kobolds scattered and Selbas shouted a warning to his friend, "they're getting out slings!"

He winced as he sliced one of the kobolds across the back using his injured arm.

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Selbas: Human Thief 1, AC 15, #At 1, Dam 1d8, Mv 30', MI 9 DEX 16 (+2) Equipment: Leather Armor, Scimitar
HP 4 ■■□□

Kobolds: AC 13, HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv NM, MI 6, XP 10 ea.
HP 3 □□□ HP 3 □□□ HP 2 ■■ HP 1 □
HP 4 ■■■■ HP 3 □□□

Combat Round 2 (vs. kobolds):

- Initiative order: Selbas (7), Kobolds (5), Hemlock (4).

Selbas will try to find cover from the kobold's sling bullets behind one of the hanging tree roots.

I ask Recluse if he is able to attack a random kobold while doing so (Even). The result is (☺☹☹): Yes, and...

I interpret this as being able to pick the kobold Selbas will attack. I choose the one with 1 HP.

- I roll to attack and the result is (15+1=16): Hit.
- I roll for damage and the result is (3): Death.

As Selbas ducked for cover behind a hanging tree root, he jabbed his scimitar into the belly of a kobold trying to aim a sling.

The kobolds are up. However, as they have now been reduced to half their numbers, a morale check seems in order.

- The kobolds roll for morale and the result is (7): Fail.

I ask Recluse if the kobolds surrender (Even). The result is (d20): No, but...

Oh, unexpected! Given the nature of kobolds I will interpret this as an attempt to bargain for their safe passage. Lets end combat for now...

One of the larger kobolds suddenly held up a rusty dagger and barked at Hemlock, "we no die here! We share treasure, we go, you stay!?"

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HP 7 □□□□□ □□

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HP 3 □□□ HP 3 □□□ HP 2 ■■ HP 1 ■
HP 4 ■■■■ HP 3 □□□

I will use the Gristleslick Alley NPC reaction system for the negotiations with the kobolds.

"If we have a chance to solve this peacefully, than that is preferable," the cleric said as gentle as he could.

"We suggest you take a fourth of the treasure and travel far from this place, and away from the farm village above."

Selbas muttered under his breath when he heard the cleric's offer. But his injured arm soon made him agree.

I generate an initial response for the kobold leader. Lets see how they react:

Stubborn: face problem or difficulty (treasure,

far from this place)

The kobold spoke with the others in its harsh language, then turned to Hemlock, "more treasure! Long journey ahead. Difficult, much cost!"

Hmm well, maybe they are right, and Selbas is in real danger of dying if he gets unlucky during combat. Also, there is no evidence in the adventure of the treasure belonging to the farm village.

Selbas cleared his throat, "fine, you can have a third of the treasure but that's it. Any more, and its easier to cut your little throats..."

Lets see how the kobolds react to the offer and the added threat.

Worse than stubborn (cowardly): resolve subject, theme, or situation (cellar, cut throat)

The kobolds yelled in unison, "no, no, you take kobold cellar home, we take third! No throat cut, you let kobolds go far away!"

Looks like we worked out a deal! The kobolds get a third of the treasure, and agree to relocate some place far away.

According to the module, the chest contains 1,300 cp, 2,700 gp, 1 bracelet (800 gp value), 1 buckle (1,000 gp value), and 1 necklace (1,000 gp value).

I guess letting the kobolds go with the bracelet and the buckle would make a fair deal as per our agreement.

The module also states that once this room is cleared the troubles of the farm village is over.

So, I guess this also wraps the adventure up!

Thanks for reading,

John