# Solo RPG Operating Manual

The Daniel Garrett Method: Scarlet Heroes + Mythic + TSAT + Red Tide + OSRIC + Crimson Pandect + Obsidian

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Ultimate Edition · Consolidates all campaign guides and reference sheets · Campaigns: Sunset Isles (Red Tide), Athas (Dark Sun), or any OSR setting

**Contents**

1.0 System Philosophy & Division of Labor..... 4
1.1 Core Philosophy..... 4
1.2 Active Library & Division of Labor..... 4
1.3 Who Tells You What..... 6
2.0 Hardware, Workspace & Obsidian Setup..... 7
2.1 Supplies Needed..... 7
2.2 Physical Desk Architecture..... 7
2.3 Obsidian Vault Architecture..... 9
3.0 Campaign Creation (Session Zero)..... 9
3.1 The Truth Ledger..... 10
3.2 Factions, Courts & Living Worlds..... 11
3.3 Threads & Home Region..... 11
3.4 Session Zero Checklist..... 12
4.0 Forging the Avatar (Character Creation)..... 12
4.1 Core Stats, Class & Combat Block..... 12
4.2 Traits (No Skill Lists)..... 13
4.3 Solo Damage Translation Table..... 13
4.4 The Fray Die..... 13
4.5 Scarlet Heroes Character Sheet Layout..... 13
5.0 Session Start Procedure..... 14
6.0 The Scene Loop..... 15
6.1 Set the Scene & Chaos Roll..... 15

6.2 Oracle & Exploration..... 15
6.3 Task Resolution (Scarlet Heroes)..... 16
6.4 The Investigation Engine..... 16
6.5 Scene Closure..... 16
7.0 Travel, Hexcrawling & Mapping..... 17
7.1 The Travel Sequence..... 17
7.2 Dressing the Site (TSAT)..... 17
7.3 The AI Map System (Optional)..... 18
8.0 Settlements & Dungeons..... 19
8.1 Settlement Play: The Five Questions..... 19
8.2 Dungeon Turns..... 19
9.0 Combat Execution & Monsters..... 19
9.1 Monster Integration..... 19
9.2 Combat Sequence..... 20
9.3 Reaction & Morale..... 20
9.4 Example Combat Round..... 21
9.5 Monster Generation..... 21
10.0 Treasure, Escalation, Downtime & Magic..... 22
10.1 Loot & Treasure..... 22
10.2 The Escalation Ladder..... 23
10.3 The World Impact Rule (Gold & Investments)..... 23
10.4 Downtime Operations..... 25
10.5 Crimson Pandect Research & Magic..... 25
11.0 Session End & the Living World..... 25
11.1 Reputation Track & Favors..... 25
11.2 Faction Clocks..... 26
11.3 The Faction Turn..... 27
11.4 Session End Checklist..... 27
12.0 Campaign Module: Athas (Dark Sun) – The Wasteland Codex..... 27
12.1 Library Adaptation..... 28

12.2 The Athasian Truth Ledger....28
12.3 Character Creation on Athas....29
12.4 The Wasteland Survival Loop....29
12.5 Hybrid Desk (Wasteland Station)....29
13.0 Complete Example Turns....30
13.1 Example Turn at the Desk (Haunted Archive)....30
13.2 Example Session Summary (Athas)....31
14.0 Obsidian Templates....31
15.0 Quick Reference....33
15.1 Action Resolution Matrix....33
15.2 One-Page Procedure Reference....34
15.3 Final Operating Principles....35
15.4 Master Campaign Loop....35
15.5 Core Library: Keep Forever....36
16.0 References & Source Index....36
16.1 Source Library....36
16.2 TSAT Companion Reference....38
16.3 Where Each Rule Lives....39
16.4 Glossary....40

# 1.0 System Philosophy & Division of Labor

This is not a collection of solo RPG tools. It is an **operating system** designed to eliminate decision paralysis. Every component has one dedicated purpose, and this manual defines a repeatable procedure for using them together.

## 1.1 Core Philosophy

- **Generate only what is needed.**
- **Resolve only what is uncertain.**
- **Record only what matters.**
- **Keep the world moving** even when the player is elsewhere.

When uncertain: **Mythic answers. TSAT creates. Scarlet Heroes resolves. Obsidian remembers.**

## 1.2 Active Library & Division of Labor

Each book has a defined job. OSRIC, AD&D, and other bestiaries are monster libraries, not a solo engine. Use this table as the core "who does what" reference.

| Book / Role | Use For | When to Use / Rule |
|---|---|---|
| **Scarlet Heroes** | Character creation, checks, combat, damage conversion, Fray Die, solo survival. | Primary engine: resolve all actions and character mechanics here. |
| **One-Page Mythic** | Yes/No questions, scene checks, Chaos Factor, altered/interrupted scenes. | Use for quick uncertainty; never roll for known answers. |
| **Mythic GME 2E** | Event Focus, Meaning Tables, complex answers, twists, deep interpretation. | Interpret major oracle results and off-script scenes, always filtered through the Truth Ledger. |
| **TSAT (The Solo Adventurer's Toolbox) 1 & 2** | Dungeons, wilderness, settlements, NPCs, quests, rumors, lairs, loot, villains. | Generate needed content; ignore 5E mechanics, combat, and DCs. |
| **Ruins of the Undercity** | Ruins and underground exploration. | Preferred generator for major ruins and dungeon complexes. |

| Book / Role | Use For | When to Use / Rule |
|---|---|---|
| **Red Tide** | Factions, Courts, Site Tags, sandbox activity. | Set up and advance the living world; use two Site Tags for important discoveries. |
| **AD&D 2E Monster Manual (also OSRIC, White Box, and Basic Fantasy RPG)** | Monsters, spells, treasure, equipment, encounters. | Use monsters largely as written; record Name, AC, HD, and special abilities. Resolve combat with Scarlet Heroes. |
| **Dungeon Crawl Classics** | Weird fantasy ideas, patrons, corruption, strange treasures, adventure inspiration, unusual monsters. | Use as a content source. Ignore DCC mechanics. Convert monsters by using AC, HD, and abilities with Scarlet Heroes. |
| **The Crimson Pandect** | Rituals, spell research, magical projects, sanctums, consequences (Defiling/ Preserving adaptation for Athas). | Use in downtime; track cost, progress, and consequences. |
| **Kobold Guides** | World and magic truths, themes, cultures, world assumptions. | Establish the Truth Ledger before play. |
| **Truth Ledger (from the Kobold Guides)** | Campaign truths, magic costs, scarcity, themes, tensions. | Filter all generated content through the established truths. |
| **Sandbox Generator (Issues 1 & 2)** | Weather, navigation, travel, distance, exploration. | Use for overland movement. |
| **Scarlet Heroes Zines: The Sandbox #1 & #2** | Character options, setting tables, inspiration. | Supplement character creation and setting generation. |

| Book / Role | Use For | When to Use / Rule |
|---|---|---|
| **Setting Books (Red Tide, Dark Sun, Basic Fantasy, etc.)** | Geography, settlements, history, lore, politics. | Setting is truth; generation adds detail, not geography. |
| **Dark Sun (AD&D 2e Campaign Setting & Rules)** | Athas lore, geography, city-states (Tyr, Urik, Gulg), atmosphere, survival themes. | Alternative setting: lore and geography only; Scarlet Heroes remains the engine. |
| **An Echo, Resounding** | Permanent centers of power, strongholds, and mass influence. | Use at Escalation Tiers 3 and 4 (Section 10.2). |
| **Obsidian** | Logs, NPCs, factions, threads, locations, research, character sheet, world state. | Campaign memory: record only what matters. |
| **Paper Binder + Hex Paper** | Hex maps, routes, discoveries, travel notes, Cartographer's Log. | Physical atlas and mapping system. |

## 1.3 Who Tells You What

- **Setting Book** tells you WHERE.
- **TSAT** tells you WHAT IS THERE.
- **Ruins of the Undercity** tells you WHAT IS IN THE DUNGEON.
- **One-Page Mythic** tells you IF THINGS CHANGE.
- **Mythic GME 2E** tells you WHAT IT MEANS.
- **Scarlet Heroes** tells you HOW ACTIONS ARE RESOLVED.
- **AD&D 2E Monster Manual, OSRIC, and Basic Fantasy RPG** tell you WHAT THE MONSTERS, TREASURE, SPELLS, AND EQUIPMENT ARE.
- **Red Tide** tells you WHAT THE FACTIONS ARE DOING.
- **Kobold Guides** tell you WHAT IS TRUE ABOUT THE WORLD.
- **Crimson Pandect** tells you HOW MAGIC PROJECTS EVOLVE.
- **Sandbox Generator** tells you HOW YOU TRAVEL.
- **The Sandbox #1 & #2** provide CHARACTER OPTIONS AND SETTING SUPPORT.
- **Obsidian** remembers everything.

# 2.0 Hardware, Workspace & Obsidian Setup

A multi-system game collapses without strict organization. Divide the workspace into three physical zones alongside the digital Obsidian vault so you never flip through endless PDFs. Physical binders and cards and Obsidian can be used together or as alternatives; either way, keep active records visible and archive resolved ones.

## 2.1 Supplies Needed

- **Campaign Binder:** one 1-inch, 3-ring binder for your character, world lore, and hex maps.
- **Generation Binder:** one thick 3-ring binder (2 to 3 inches) holding printed *TSAT 1 & 2* tables and *The Sandbox Zines*.
- **Session Journal:** a bound dot-grid or lined notebook that lies flat. Not a binder; you want to flip pages quickly like a captain's log.
- **Index cards and box:** three packs of 3×5 cards, ideally two colors (for example white for Mythic Threads/NPCs and yellow for Red Tide Courts; colors are optional). Add a small card box or rubber bands to archive dead characters and resolved quests.
- **Cartography pad:** ¼-inch hex paper for regional maps.
- **Cardstock and page protectors:** print the One-Page Mythic Emulator on cardstock or in a hard plastic sleeve; use page protectors for the Scarlet Heroes character sheet.
- **Writing implements:** mechanical pencils (0.5 or 0.7 mm) and good erasers for values that change (character sheet, hex maps); a dedicated ink pen for permanent lore (Truth Ledger) and Session Journal entries.
- **Dice array:** a standard 7-piece polyhedral set (d4, d6, d8, d10, d12, d20, percentile d10). **Crucial addition:** an extra pair of d8s in a completely different color, dedicated to Scarlet Heroes task checks to speed up non-combat resolution.
- **Sticky index tabs:** heavy-duty page markers for key tables (Red Tide tags, Mythic 2e Meaning tables, OSRIC bestiary).
- **Scratch pad:** a blank scrap pad for monster HD, supplies, and temporary notes.

## 2.2 Physical Desk Architecture

Keep the Campaign Binder on the left, the Generation Binder on the right, and the journal, oracle, and cards in the center.

| Zone | Contents |
|---|---|
| **Zone 1: Campaign Binder** (left side, permanent and slow-changing records) | **Front pocket, Truth Ledger:** one ink-written sheet of absolute setting laws (magic, gods, central conflict).<br>**Tab 1, Avatar:** Scarlet Heroes character sheet in pencil (HP and resources change constantly), plus your spellbook from The Crimson Pandect.<br>**Tab 2, Atlas:** ¼-inch hex paper regional maps.<br>**Tab 3, Cartographer's Log:** lined paper; a sequential list of every keyed hex (e.g., "0405: Iron Labyrinth").<br>**Tab 4, Downtime:** research, costs, and sanctum-construction sheets for Crimson Pandect. |
| **Zone 2: Generation Binder** (right side, printed tables only) | Strip out all 5e rules, DCs, and combat mechanics before binding. Use it purely for environments, NPCs, and dialogue. The TSAT chapter extracts are kept as a separate companion reference (see Section 16.2).<br>**Tab 1, TSAT Dungeons:** room layouts, traps, clues, weird dressing, caverns, castles.<br>**Tab 2, TSAT Wilderness/Urban:** travel, camping, settlements, merchants, taverns, maritime events.<br>**Tab 3, TSAT NPCs:** motivations, secrets, conversation topics, rumors.<br>**Tab 4, TSAT Quests, Villains & Loot:** quest generator, villain and lair generators, treasure, boons and banes, items.<br>**Tab 5, Setting Zines:** The Sandbox #1 & #2 one-roll tables for Red Tide. |
| **Zone 3: Active Desk** (center) | **Session Journal:** open to a blank page for bullet-point logs.<br>**One-Page Mythic:** directly beside the journal for instant Chaos and Yes/No rolls.<br>**Index Card Array:** above the journal; keep active Mythic Threads, Mythic Characters (NPCs), and Red Tide Courts (Factions) visible.<br>**Scratch Pad:** monster HD, supplies, temporary notes. |

### 2.3 Obsidian Vault Architecture

Maintain a separate vault for each campaign, for example `RED_TIDE_SUNSET_ISLES` and `DARK_SUN_ATHAS`. Create this folder structure:

| Folder | Purpose / Pinned Note |
|---|---|
| 01_Character_and_Rules | Pinned note: Character Sheet.md |
| 02_Atlas | Maps; use the Windrose community plugin (or Hexmap World Creator) for an interactive hex map |
| 03_World_State | Pinned note: Truth Ledger.md |
| 04_Generation_Engine | Generation notes and extracts |
| 05_Session_Journals | Pinned note: Current Session.md (also Session Log.md) |
| 06_NPCs | Known NPCs.md and individual NPC notes (including favors ledger) |
| 07_Factions | Pinned note: Factions.md, plus individual notes such as House_Wavir.md, Veiled_Alliance.md, Iron_Fleet.md |
| 08_Locations | Location notes; create a linked `Hex_XXXX.md` (XXXX = coordinates) for each newly mapped hex |
| 09_Threads | Pinned note: Active Threads.md |
| 10_Downtime | Research, crafting, and project notes |

Core notes: Character Sheet.md, Truth Ledger.md, Active Threads.md, Known NPCs.md, Factions.md, Session Log.md. Optionally use the Kanban plugin for faction goal boards.

## 3.0 Campaign Creation (Session Zero)

Build the campaign before play begins: define the world so your random tables have context, then build the character. **When Session Zero ends you should have:** a Truth Ledger, a Character, a Starting Region, a Hex Map, Two Factions, 3 to 5 Active Threads, a Starting Settlement, a First Objective, Obsidian ready, and all campaign records created. Work through these ten steps in order.

1. **Choose the campaign:** Red Tide / Sunset Isles, Dark Sun / Athas, or a custom setting. The setting book establishes geography, history, politics, and major lore; **the setting book is the truth about the world**. (Sunset Isles and Athas are alternative campaigns.)
2. **Build the Truth Ledger** using the Kobold Guides first, before creating a character (see 3.1).
3. **Create factions** using Red Tide: at least two factions (see 3.2).
4. **Create Threads:** 3 to 5 active threads, the campaign's active problems (see 3.3).
5. **Build the Home Region:** Settlement, Landmark, Threat, Opportunity (see 3.3). This becomes the starting region of the campaign.
6. **Create the character** using Scarlet Heroes: roll 3d6 down the line, choose a class from Scarlet Heroes or the Sandbox options, record HP, AC, Attack Bonus, and Fray Die, and create Traits that define both mechanical ability and background (see Section 4.0).
7. **Starting spells and magic** (if playing a spellcaster): use Crimson Pandect for initial spell concepts and future magical development. Kobold Guides define the truths of magic; Crimson Pandect handles research, rituals, projects, and consequences later.
8. **Prep the hex map:** draw the Starting Settlement, a Major Landmark, and a Known Danger. Leave the rest blank; the world is discovered during play, not fully mapped beforehand.
9. **Set up Obsidian** (campaign memory): create the Character Sheet, Truth Ledger, Active Threads, NPCs, Factions, Atlas, Locations, Session Journal, and Downtime notes (see Section 2.3).
10. **Choose the first objective:** before Session 1, answer *What am I trying to accomplish?* Examples: explore a nearby ruin, investigate a cult, find a lost landmark, recover an artifact, make contact with a faction. Never start a session without an objective.

## 3.1 The Truth Ledger

Write the Truth Ledger **before** character creation, on a single sheet in ink (or as `Truth Ledger.md` in the vault). Use the Kobold Guides and Crimson Pandect to define it. It is your thematic filter: if Mythic rolls "Decrease / Magic," you look at this sheet to know exactly what that means. **Without it, results are random; with it, they are meaningful.** Every oracle roll must be interpreted through these truths. **Kobold Guides to Magic** is the source of truth for magic systems: record

the adopted magic truths and costs in the ledger, and keep starting spells consistent with them.

| Ledger Entry | Question to Answer |
|---|---|
| **Magic Cost** (Price of Artifice) | What does magic require? How does it warp the user or draw the Red Tide's attention? |
| **Scarcity** | What resource is difficult to obtain? What do factions kill for? |
| **Dominant Beliefs** (Dogmas) | What religions, ideologies, or powers shape society? Name the dominant religion. |
| **Hidden Opposition** | Who rejects the status quo? Name the primary subversive cult. |
| **Core Tension** | What central conflict drives the campaign? Summarize the starting region's conflict in two sentences. |

Write everything into the Truth Ledger. From this point forward, every Mythic result, TSAT result, Site Tag, NPC, faction, and location must be interpreted through these truths. **Campaign adaptations:** the Athasian version of the ledger is in Section 12.0.

### 3.2 Factions, Courts & Living Worlds

Open the Red Tide book to the "Courts" section and roll percentile dice to generate at least two local factions. Factions are the engine that keeps the world moving when the hero is elsewhere. Every major faction requires:

- **Name** and **Leader**
- **Goal** (immediate)
- **Assets** (Main Asset, e.g., "Corrupt City Watch")
- **Enemies**
- **Current Operation**

**Physical action:** write each Court's Name, Goal, and primary Asset on an index card (e.g., "The Pale Order | Goal: Burn the Iron Relic | Asset: Corrupt City Watch"). Copy those Goals onto white Mythic Thread cards and write the faction leaders onto white Mythic NPC cards. Place them in the Active Desk array. In Obsidian, give each major faction its own note in `07_Factions/`.

### 3.3 Threads & Home Region

Create 3 to 5 active Threads, the campaign's active problems. Examples: Recover the Iron Relic; Reach Tyr; Investigate Cult Activity; Explore the Lost Marsh; Find the Missing Caravan. Then generate the Home Region, which becomes the starting region of the campaign, and draw only what is known on the hex map:

- **Settlement:** starting home base.
- **Landmark:** something memorable.
- **Threat:** immediate danger.
- **Opportunity:** reason to adventure.

### 3.4 Session Zero Checklist

- ☐ Setting chosen
- ☐ Truth Ledger complete
- ☐ Factions created
- ☐ Threads created
- ☐ Home region generated
- ☐ Character created
- ☐ Starting resources recorded
- ☐ Hex map started
- ☐ Obsidian ready
- ☐ First objective chosen

**Ready to play.** When a question arises, use the "who tells you what" list in Section 1.3: One-Page Mythic tells you if things change; Mythic GME 2E tells you what it means; TSAT tells you what is there; Ruins of the Undercity tells you what is in the dungeon; Scarlet Heroes tells you how actions are resolved; the monster books tell you what the monsters are; Red Tide tells you what the factions are doing; Kobold Guides tell you what is true about the world; Crimson Pandect tells you how magic projects evolve; Sandbox Generator tells you how you travel; The Sandbox #1 & #2 provide character options and setting support; Obsidian remembers everything.

## 4.0 Forging the Avatar (Character Creation)

Build the protagonist using Scarlet Heroes and The Sandbox Zines.

## 4.1 Core Stats, Class & Combat Block

- Roll **3d6 down the line** for core attributes. Highlight Constitution and Wisdom as important attributes.
- Select a class from Scarlet Heroes or The Sandbox Zines and record class abilities.
- If playing a magic-user, record starting spells using The Crimson Pandect, consistent with the Kobold-defined magic truths.
- Record the combat block: **Max HP, AC, Attack Bonus, and Fray Die**. Write the Fray Die (e.g., 1d8 for Fighters) prominently on the sheet.

## 4.2 Traits (No Skill Lists)

Do not use rigid skills like "Athletics." Write background Traits with a number, for example *Gutter Thief (3)*, *Exiled Inquisitor (+3)*, *Nomad of the Silt Sea (+2)*, *Scholar of Forbidden Lore (+2)*. Traits define both mechanics and personality.

**Mechanic:** for a non-combat task, pick up the two dedicated d8s, roll them, add the relevant Attribute modifier and the Trait number, and try to beat a Target Number (see Section 6.3).

## 4.3 Solo Damage Translation Table

Write this table in ink directly on the character sheet (or pin it in Obsidian). Apply the translated damage directly to a monster's Hit Dice (HD).

| Weapon Damage Roll | True Damage to Enemy HD |
|---|---|
| 1 | 0 |
| 2 – 5 | 1 HD |
| 6 – 9 | 2 HD |
| 10+ | 3 HD |

**Example:** roll your 1d8 longsword and get a 6; the table gives 2 points, which you apply to a monster's HD, instantly killing a 2 HD creature.

## 4.4 The Fray Die

Roll your Fray Die **every single combat round** (never forget it), convert the number with the table above, and apply the damage immediately to any enemy whose HD is equal to or lower than your character level. It represents your character passively cleaving through weak minions, which is how it keeps combat fast against packs of wasteland scavengers or wild kanks.

### 4.5 Scarlet Heroes Character Sheet Layout

The default Scarlet Heroes sheet is built for traditional OSR tracking. For a heavy analog solo sandbox with custom Traits, a Fray Die, and dark fantasy mechanics, fill it out in this arrangement:

| Sheet Area | How to Fill It / Recommendation |
|---|---|
| **1. Attributes and Modifiers** (top left) | Write your 3d6 attribute scores in the primary boxes and calculate modifiers. Circle or highlight your **Constitution** and **Wisdom** modifiers: they dictate survival in harsh overland travel and saving throws against the horrors of the Red Tide. |
| **2. Traits and Abilities** (center box) | The most important box on the sheet, because it replaces rigid skill lists. Write the descriptive trait and its active bonus number, e.g., *Exiled Inquisitor of the Pale Order (+3)*, *Gutter-Born Street Rat of Xian (+2)*, *Scholar of the Crimson Pandect (+2)*. With the bonus visible next to the trait, rolling the dedicated 2d8 for non-combat tasks has no hesitation. |
| **3. Combat Stats and the Fray Die** (middle right) | Record Max HP, Armor Class, Attack Bonus, and Fray Die. Next to the Fray Die box (e.g., 1d8) write a reminder: "(= level or lower HP/HD targets)". Directly under the combat section, write the Damage Translation Table in ink (1 = 0; 2-5 = 1; 6-9 = 2; 10+ = 3) so your eyes never leave the sheet. |
| **4. Spells Known and Prepared** (bottom) | Levels, preparation status, and spell names. If using The Crimson Pandect, use this section strictly for active spells. Keep long-term research notes, component tracking, and sanctum progress in Campaign Binder Tab 4. |
| **5. Gear and Treasure** (left and bottom left) | Equipment, weapons, and encumbrance. Keep it tied to survival gear (rations, torches, water skins, crowbars). In an overland hexcrawl with weather and resource management, keep a strict count of daily rations here. |

The character record also tracks Traits, Food, Water, and Gold (see the Obsidian template in Section 14.0).

## 5.0 Session Start Procedure

Open the Character Sheet, Truth Ledger, Active Threads, Factions, and Session Journal, then run this sequence:

1. **Review:** HP, resources (food and water), active quests/Threads, NPCs, the current Chaos Factor, and known threats.
2. **Review factions** and their clocks.
3. **Set one session objective** before rolling any dice: *What am I trying to accomplish?* (e.g., "Explore Hex 0405"). Never begin a scene without a clear objective.

## 6.0 The Scene Loop

Run moment-to-moment play in the Session Journal. Do not write prose; write short, punchy bullet points. Record oracle answers, discoveries, and consequences, and keep active Threads, NPCs, and Courts visible.

### 6.1 Set the Scene & Chaos Roll

- Draw a hard line under the previous journal entry. Write the date and Scene Objective (e.g., *Scene 1: Enter the Haunted Archive to find the Iron Relic*).
- Write the current **Chaos Factor** in parentheses (e.g., CF: 5). The CF starts at 5.
- Roll 1d10 at the start of every scene. **Above the CF (e.g., 6 to 10 at CF 5):** Normal; the scene proceeds as planned. **Equal to or below the CF (1 to 5):** the scene is **Altered or Interrupted**.
- For an Altered or Interrupted scene, consult the One-Page Mythic Emulator. To learn exactly *what* is interrupted, open the Mythic 2e Rulebook and roll on the Event Focus table, then filter the result through your Truth Ledger.

### 6.2 Oracle & Exploration

Use Mythic only when uncertain; if something is already known, do not roll. Exploration loop: **Observe, Question, Generate, Resolve, Record.** Generate only what the character can immediately perceive; everything else waits. Ask what is here, who is here, and what problem exists.

- **Yes/No questions:** ask a binary question (e.g., "Is the archive door locked?"), set the odds (e.g., Likely), roll d100, check the One-Page Mythic sheet on your desk, and write the answer in the journal.
- **Deep or abstract questions:** ("What did the cult do here?") open the Mythic 2e Rulebook and roll on the Meaning Tables, then interpret the answer through the Truth Ledger.

- **Meeting an NPC:** open the Generation Binder to the TSAT NPC tabs. Roll mood, secret, and what they want to talk about (conversation goal). Track whoever matters now; there is no fixed NPC limit.
- **Important discoveries:** create dedicated location notes and record them immediately.
- **When an oracle result changes the situation:** ask "Is this true?" only when uncertain, then create the consequence: a Thread, NPC, Location, or Faction consequence.

### 6.3 Task Resolution (Scarlet Heroes)

For non-combat tasks (pick locks, jump pits, persuade guards), roll the two dedicated d8s:

**2d8 + Attribute Modifier + Trait Bonus** against a Target Number: **9 = Standard**, **11 = Hard/Difficult**.

**Failure rule:** failure never means a dead end. It means a cost, a risk, or a complication. Generate the complication with Mythic.

**Example of task failure:** you try to pick the lock on a merchant's vault (TN 9) and roll a 7. You do not simply fail and walk away. Instead you force the lock, but Mythic reveals you trigger a localized magical trap that destroys your lockpicks and alerts the city watch.

### 6.4 The Investigation Engine

Use this framework for ruins, cults, and mysteries.

- Every mystery requires **1 Question, 3 Clues, and 1 Truth**. For deep plots add **3 Suspects and 1 Twist**.
- **Rule of Discovery:** every successful investigation action reveals exactly ONE clue.
- **Failure means cost, not blockage.** Time passes, a threat advances, a faction notices, or a clock advances. **Never hide clues behind failed rolls:** the clue is still found, but at a cost.
- **Example:** Question: who poisoned the governor? Truth: guild assassins. Clues: a broken seal, a hidden ledger, witness testimony.
- **Deep mysteries:** Question, 3 clues, 3 suspects, 1 truth, 1 twist. Example: who controls the cult? Truth: a merchant prince. Twist: the merchant prince is possessed.

### 6.5 Scene Closure

- End the scene when the objective is completed or you flee.
- Adjust the Chaos Factor: **down by 1** if you were in total control, **up by 1** if the scene was chaotic. Follow the selected oracle's limits.
- Update the index cards: write new Threads discovered, add NPCs met, and file completed Threads in your box.

## 7.0 Travel, Hexcrawling & Mapping

### 7.1 The Travel Sequence

**Weather, Resources, Movement, Encounter, Discovery, Journal.** *(TSAT reference: travelling, camping, and wilderness generation; see Section 16.2.)*

1. **Weather:** when leaving a hex, roll 2d6 on the Sandbox Generator weather table; log conditions and ask whether they are favorable or hazardous. Write the result in the Session Journal (e.g., "Heavy fog, navigation difficult") and track survival consequences daily.
2. **Resources:** food consumed? Water consumed? Deduct them (Athas emphasizes water; see Section 12.0).
3. **Movement:** new or known hex? Roll and log terrain-based navigation/ travel checks and distance with the Sandbox Generator, and update the map and Obsidian.
4. **Encounter:** creature? Faction? NPC? Event? (For creatures, see Section 9.5.)
5. **Discovery:** settlement, ruin, lair, landmark, or monument. Unknown hexes always generate at least one memorable feature. When the Sandbox Generator yields a Point of Interest, roll d100 **twice** on the Red Tide Site Tags table (e.g., "Ancient Archive" + "Haunted").
6. **Journal:** log the hex number (e.g., 0405) and both tags in the Atlas/ Cartographer's Log, and create a linked `Hex_XXXX.md` note (XXXX = coordinates) for each newly mapped hex. Record Site Tags, Discoveries, Important NPCs, and Threats, and link dedicated location notes for important discoveries.

### 7.2 Dressing the Site (TSAT)

Dress rooms, traps, and features with TSAT only when the character physically enters the site (e.g., steps inside the "Haunted Archive"). Draw the starting settlement first; leave unexplored areas blank. For major ruins and dungeon

complexes, prefer *Ruins of the Undercity* as the generator. Remember that the setting book is truth: generation adds detail, not geography.

## 7.3 The AI Map System (Optional)

**Philosophy:** your game is about discovery, not map-making. Do not create maps before you need them; generate a map only when the location becomes important enough to deserve one. This follows the system principle: generate only what is needed and record only what matters.

| Generate a map for | Do NOT generate a map for |
|---|---|
| Major dungeon, ancient ruin, wizard's tower, bandit stronghold, hidden temple, faction headquarters, important settlement, recurring location. | Every cave, every wilderness encounter, every random building, locations visited once, places with no tactical or exploration value. |

**AI map workflow**

1. **Discover the location** (e.g., Ruined Temple, Ancient Vault, Goblin Warrens, Desert Fortress) normally using TSAT, Red Tide, Site Tags, and Mythic.
2. **Create a prompt.** Simple is usually best. Example: "Top-down fantasy dungeon map, ruined temple, collapsed chambers, hidden crypts, old stone construction, black and white RPG map, printable." Or: "Desert fortress, top-down battle map, defensive walls, central tower, barracks, printable RPG map." Limit generations to a few maps per hour.
3. **Print** only if the location matters, you expect to revisit it, and a visual reference improves play.
4. **Store** it in a folder: Dungeons (Crypts, Ruins, Caverns); Settlements (Villages, Towns, Cities); Strongholds (Castles, Towers, Fortresses); Special Locations (Temples, Lost Cities, Legendary Sites).

**Recommended rule (visits)**

- **First visit:** use room generation and exploration procedures normally (theater of the mind plus TSAT).
- **Second visit:** generate or print a map if the site is becoming important (e.g., a faction headquarters).
- **Third visit:** the site is now part of the campaign world. Give it a dedicated note, NPCs, Threads, history, and a printed map. Archive the map.

**Use the map as a prop.** The map is not the adventure; it supports the adventure. Keep using Scarlet Heroes for actions and combat, Mythic for uncertainty and twists, Red Tide for factions and world movement, and Obsidian for campaign memory. The map is simply a visual aid.

**Golden rule: Discover first. Generate second. Print third. Archive forever.** The world should earn its maps; not every location deserves one, but the memorable locations do.

# 8.0 Settlements & Dungeons

## 8.1 Settlement Play: The Five Questions

Settlements create quests, rumors, NPCs, and faction conflicts. Generate rumors with TSAT, but always answer these five questions to establish the political reality: *(TSAT reference: urban generator, taverns, merchants, and rumors; see Section 16.2.)*

- Who rules here?
- Who profits here?
- Who suffers here?
- What is changing?
- What is hidden?

## 8.2 Dungeon Turns

Dungeon sequence: **Generate Room, Describe, Check Features, Check Danger (Threat), Resolve, Advance.** Generate one room at a time using the formula **Shape, Feature, Condition, Threat, Opportunity**, and check room purpose, hazards, monsters, treasure, and clues. Treat every room as a potential source of information, not only combat. *(TSAT reference: dungeon, cavern, and castle generators; see Section 16.2.)*

- **Thematic roster:** before entering a dungeon, establish a roster of 6 to 10 thematic monsters and only roll encounters from that roster.
- **Example room:** Rectangular Hall (shape); crumbling statues (feature); thick, choking dust (condition); 2 Wights from the roster (threat); a silver key glinting in the rubble (opportunity).
- **Second example:** Circular Chamber; Stone Altar; Flooded Floor; Skeletons; Hidden Cache.

# 9.0 Combat Execution & Monsters

## 9.1 Monster Integration

When TSAT or Red Tide says you encounter enemies (e.g., 3 Goblins), pull the AD&D 2E Monster Manual, OSRIC, White Box, Basic Fantasy RPG, or the Dark Sun Monstrous Compendium off the shelf. Use monsters largely as written. Record only **Name, AC, HD, and Special Abilities** on the scratch pad (e.g., "Goblin 1: 1 HD, AC 6"); combat can begin immediately. **Dungeon Crawl Classics** is a content source only (weird monsters, patrons, corruption, strange treasures): ignore its mechanics and convert its monsters using AC, HD, and abilities with Scarlet Heroes.

## 9.2 Combat Sequence

**Surprise, Initiative, Attack, Damage, Fray Die, Enemy Turn, Repeat.**

1. Roll initiative (check for surprise first).
2. Roll **1d20 + Attack Bonus** against the enemy's AC.
3. On a hit, roll weapon damage and convert it with the Damage Translation Table (Section 4.3). Apply it directly to the enemy's HD; cross out HD tallies on the scratch pad.
4. Roll the **Fray Die** every round, convert it, and apply it to every eligible enemy (HD equal to or lower than your level).
5. Enemy turn; repeat.

## 9.3 Reaction & Morale

**Initial Reaction.** Not every encounter is combat. The monster generation steps decide what appears; this decides behavior. When first meeting intelligent creatures, roll 2d6:

| 2d6 | Result |
|---|---|
| 2 | Immediate hostility |
| 3-5 | Hostile |
| 6-8 | Uncertain |
| 9-11 | Friendly |
| 12 | Helpful |

**Modifiers:** faction ally +2; known enemy -2; good reputation +1; bad reputation -1.

**Morale.** Roll 2d6 when the leader dies, half the force is defeated, or overwhelming magic is used:

| 2d6 | Result |
|---|---|
| 2-5 | Retreat |
| 6-8 | Continue |
| 9-12 | Fight aggressively |

**Surrender procedure.** Before the final blow, ask Mythic: "Would surrender occur?" If yes, the encounter becomes social, not combat.

## 9.4 Example Combat Round

- **Initiative:** you win and attack a 3 HD Ogre.
- **Attack:** you roll to hit the Ogre's AC and succeed.
- **Damage:** your longsword damage roll is an 8, which the table translates to **2 HD**. The Ogre is reduced to 1 HD.
- **Fray Die:** your Fighter's 1d8 Fray Die rolls a 4, translating to **1 HD**. Because the Ogre's HD is equal to or less than your character level, the Fray damage applies and the Ogre dies before it can strike.

## 9.5 Monster Generation

**Philosophy:** do not randomize from every monster in every book. **Location determines category. Site Tags determine flavor. The monster book provides the creature. Scarlet Heroes runs the fight. Mythic handles surprises.**

**Wilderness encounters**

1. **Determine terrain:** Forest, Hills, Mountains, Swamp, Coast, Plains, Desert, or Ruins. The terrain decides what kinds of monsters make sense.
2. **Determine encounter type** by rolling a d20 (table below).
3. **Choose the monster** from the AD&D 2E Monster Manual, OSRIC, or Basic Fantasy RPG, picking a creature that fits the terrain and encounter type. Record only Name, AC, HD, and Special Abilities.

| d20 | Encounter Type |
|---|---|
| 1-4 | Common Creature |
| 5-8 | Uncommon Creature |
| 9-12 | Terrain Creature |
| 13-15 | Dangerous Creature |
| 16-18 | Faction Creature |
| 19 | Special Creature |
| 20 | Mythic Twist |

**Dungeon encounters**

1. **Establish a theme:** Undead Ruins, Goblin Warrens, Beast Lair, Cult Stronghold, Ancient Vault, or Sorcerer's Tower.
2. **Create a monster roster** of 6 to 10 monsters that fit the dungeon. Example, Undead Ruins: Skeleton, Zombie, Ghoul, Wight, Wraith, Necromancer.
3. **Roll encounters** only from the roster. This keeps the dungeon coherent and believable. Dungeon exploration is generated room by room.

**Hexcrawl encounters**

When entering a new hex: (1) generate a Point of Interest, (2) generate 2 Site Tags, (3) choose monsters matching those tags. Site Tags explain *why* the monster is there. Examples:

- **Savage:** Orcs, Ogres, Trolls.
- **Cursed:** Skeletons, Ghouls, Wights.
- **Ancient:** Constructs, Guardians, Magical Entities.

**Every combat round:** 1. Attack; 2. Roll Damage; 3. Translate Damage; 4. Roll Fray Die; 5. Enemy Acts; 6. Repeat. Use the Damage Translation Table in Section 4.3 and apply translated damage directly to enemy HD.

**Golden rule:** generate only what is needed. The terrain tells you what could appear; the Site Tags tell you what belongs there; the monster books provide the creature; Scarlet Heroes resolves the encounter; Mythic adds the unexpected. *(TSAT reference: monster tactics and encounter tables; see Section 16.2.)*

# 10.0 Treasure, Escalation, Downtime & Magic

## 10.1 Loot & Treasure

Generate coins, trade goods, equipment, magic, and information. **Information is treasure:** a map, a secret, a shortcut, a faction weakness, or ancient knowledge. Generate loot with TSAT. *(TSAT reference: loot, boon, bane, and item tables; see Section 16.2.)*

## 10.2 The Escalation Ladder

The campaign scales through five tiers. *An Echo, Resounding* triggers only at Tiers 3 and 4, when the hero gains permanent physical assets.

| Tier | Name | Rewards |
|---|---|---|
| 1 | Adventure | Treasure, information, and allies. |
| 2 | Influence | Faction leverage, political power, and reputation. |
| 3 | Infrastructure | Temples, wizard towers, guilds, and strongholds. |
| 4 | Domain | Land, population, military force, and political control. |
| 5 | History | The world permanently changes because of the hero. |

**When to use An Echo, Resounding.** Do not touch it at level 1, when exploring ruins, or for normal faction activity. Use it only when the hero gains something **permanent**, for example a fortress, wizard tower, thieves guild, temple, mercenary company, village, domain, or political power base. **Test:** if the answer to "This exists even if my character dies" is yes, it probably belongs in Echo.

**How Echo fits the workflow.** Session play continues exactly as written (Objective, Scene Check, Exploration, Mythic, Scarlet Heroes, Record) with no changes. At Session End, add a **Domain Turn** (only if you own a domain).

**The World-State Pyramid.** Campaign management has three layers: **Threads** (immediate problems, e.g., Find Iron Relic, Rescue Prisoner), **Factions** (organizations, e.g., Merchant Court, a Cult, the Veiled Alliance), and **Domains** (permanent centers of power, e.g., Fortress Blackstone, Temple of the Burning Sun, House Varron Trade Network, Ash Tower Academy). Domains are Echo territory. Tier 5 (History) is the endgame.

## 10.3 The World Impact Rule (Gold & Investments)

Gold should create stories, not larger numbers. Every large purchase changes the world.

| Gold Threshold | Wealth Category | Investment Result | Campaign Benefit |
|---|---|---|---|
| 100 GP | Lifestyle improvement | Lifestyle Improvement | Better standard of living, minor local goodwill. |
| 500 GP | Hire specialists | Information Network | Gain one intelligence rumor each session. |
| 1,000 GP | Establish a base | Establish a Base | Safe haven for resting and storage. |
| 3,000 GP | Fund expeditions | Mercenary Company | Military assistance; creates a new faction. |
| 5,000 GP | Create organization | Temple | Political influence; creates a faction. |
| 5,000 GP | Create organization | Wizard Tower | Research bonus; integrates directly with Crimson Pandect projects. |
| 5,000 GP | Create organization | Trade House | Monthly income; creates rivals. |
| 10,000+ GP | Change region | Stronghold | Creates full domain-level gameplay. |

**World Impact Rule.** Every large purchase creates: **1 New Thread, 1 New Faction Concern, 1 New Opportunity, and 1 New Problem.** Example: build a tower. New Thread: Protect the tower. Faction Concern: the local lord is suspicious. Opportunity: a research facility. Problem: cult infiltration.

**The single most important Echo rule.** Whenever you gain a Stronghold, Guild, Temple, Tower, Mercenary Company, Village, or Trade Network, create four things:

- **1. Domain Sheet:** Echo tracks it.
- **2. Thread:** an immediate problem (e.g., "Bandits threaten trade route").

- **3. Faction Concern:** someone notices (e.g., Merchant Guild upset).
- **4. Clock:** something is coming (e.g., "Duke investigates new fortress"), drawn as ☐☐☐☐☐☐.

**Worked example:** you spend 5,000 GP on a Wizard Tower to aid your Crimson Pandect research. Generate:

- **Domain Sheet:** track the tower via An Echo, Resounding.
- **New Thread:** "Repair the ancient subterranean warding beneath the foundation."
- **Faction Concern:** the local Baron is suspicious of your unregulated magical power.
- **New Clock:** "Cult Infiltration of the Tower Staff" (6 segments).

### 10.4 Downtime Operations

Activities: research, crafting, training, recovery, recruitment of allies, travel planning, stronghold management, and magical projects. **Every activity should change the world somehow** and should create new hooks and Threads.

### 10.5 Crimson Pandect Research & Magic

- **Projects:** spell research, ritual development, sanctum construction, and artifact analysis.
- **Bookkeeping:** spend and record project resources, costs, and progress on Campaign Binder Tab 4 or the Obsidian downtime note.
- **Research creates Threads:** every major magical project becomes a Thread, a Faction Concern, and a Future Adventure.
- **Authority:** Kobold Guides to Magic is the authority for magic-system truths, recorded in the Truth Ledger; Crimson Pandect supplies research procedures and bookkeeping consistent with those truths.
- **Track:** Project, Cost, Progress, and Consequences, plus **New Thread Created? Yes/No**.

## 11.0 Session End & the Living World

Scene closure is separate from session closure (see Section 6.5). At the end of the session, execute the world updates below, then write a short session summary. **World State Triad:** every session updates **Threads** (3 to 5 active at campaign start; add discoveries and archive resolved goals), **NPCs** (track whoever matters now, no fixed limit; use TSAT for mood, secret, and conversation goal), and **Factions** (every faction needs a Leader, Goal, Assets,

Enemies, and Operation). If you own a domain, add **Domains** (permanent centers of power) as a third layer of this pyramid (see Section 10.2).

## 11.1 Reputation Track & Favors

Factions and NPCs should remember; the hero's actions should matter. Every important faction gets a Reputation Track:

| Score | Standing |
|---|---|
| -3 | Enemy |
| -2 | Hostile |
| -1 | Distrustful |
| 0 | Neutral |
| +1 | Friendly |
| +2 | Allied |
| +3 | Devoted |

**Adjustments:** save somebody +1; complete quest +1; attack faction -1; kill members -2; destroy assets -3.

**Favors:** record *Owes Me* / *I Owe Them* in the Obsidian NPC notes. Examples: House Wavir owes me 1 favor; Veiled Alliance owes me 2 favors.

**NPC Relationship Block:** Name, Relationship, Secret, Goal, Faction, Last Seen.

## 11.2 Faction Clocks

Threads tell you what matters. Factions tell you who acts. **Clocks tell you when consequences happen.** Every major threat gets a Clock. Example: Temple of the Burning Eye; Goal: summon an ancient demon; Clock: ☐☐☐☐☐☐☐☐ (8 segments).

At the end of each session, run the faction turn, then ask for each clock: *Did this faction make progress?*

- **Yes:** fill 1 segment.
- **Major Success:** fill 2 segments.
- **Major Setback:** remove 1 segment.
- When a clock fills, the event happens with **no roll and no mercy**.

| Clock Size | Use |
|---|---|
| 4 | Immediate danger |
| 6 | Local threat |
| 8 | Major plot |
| 12 | Campaign threat |

**Examples:** 6-segment, "Merchant Guild gains monopoly"; 8-segment, "Cult completes ritual"; 12-segment, "Sorcerer King conquers region." **Resolution:** when a clock completes, the event happens. No roll. No mercy. The world moves, which supports the principle: keep the world moving even when the hero is elsewhere.

## 11.3 The Faction Turn

Run after every session. Roll 1d6 for every active faction to determine its off-screen action, and update faction records immediately.

| d6 | Action |
|---|---|
| 1 | Expand |
| 2 | Recruit |
| 3 | Investigate |
| 4 | Scheme |
| 5 | Attack |
| 6 | Setback |

## 11.4 Session End Checklist

- ☐ Update Journal and write a short session summary
- ☐ Update Threads (add new; archive completed ones and dead-character cards)
- ☐ Update NPCs and Locations
- ☐ Update Resources (Gold, Rations, Food, Water)
- ☐ Adjust Chaos Factor
- ☐ Update Reputation and Favors; advance Clocks; run Faction Turns
- ☐ Create new consequences (from major actions, purchases, and discoveries)

- ☐ Run Domain Turn (if applicable)
- ☐ Back up the Obsidian vault

## 12.0 Campaign Module: Athas (Dark Sun) – The Wasteland Codex

Campaign directive: Athas, the Tyr Region and the Silt Seas. This adaptation applies the same engine to a brutal post-apocalyptic survival setting. Enforce these rules **without adding new resolution engines**; treat defiling bonuses and research penalties as campaign adaptations, not an additional universal resolution engine.

### 12.1 Library Adaptation

- **Scarlet Heroes:** core task resolution and solo combat survival (keeping a lone gladiator or outcast alive against overwhelming odds).
- **AD&D 2nd Edition Dark Sun Campaign Setting & Rules:** physical lore, geography, city-states (Tyr, Urik, Gulg), and atmospheric rules.
- **Mythic GME 2e & One-Page Emulator:** narrative pivots, faction friction, and deep wasteland mysteries.
- **TSAT 1 & 2:** buried Green Age ruins, desert subterranean vaults, obsidian-glass corridors, and wasteland hazards.
- **The Crimson Pandect:** adapted strictly for Defiling/Preserving magic, arcane research penalties, and tracking the corruptive toll of magic.
- **Sandbox Generator:** Athasian wastes, sandstorms, and desolate distance tracks.
- **OSRIC / AD&D 2e bestiaries (Dark Sun Monstrous Compendiums):** Silt Horrors, id Fiends, Jhakar, Wild Psurlons, and wild kanks.

### 12.2 The Athasian Truth Ledger

Create a permanent note titled `Truth Ledger.md` in the Dark Sun vault defining these unyielding laws:

| Truth | Consequence |
| --- | --- |
| The Doom of Metal | Metal is virtually non-existent. Weapons and armor of bone, stone, obsidian, and chitin break under heavy stress. |

| Truth | Consequence |
|---|---|
| The Price of Defiling | Casting consumes life. Defiling grants massive bonuses to power but permanently taints the land, draws Templar heat, and guarantees Templar attention. Track the defiling/preserving toll and research penalties, and connect consequences to faction concern and future adventure. |
| The Silt and the Sun | Water is life and currency. Dehydration and exposure are deadlier than most monsters. |
| The Tyranny | The Sorcerer-Kings rule absolutely; psionics are feared, monitored, and weaponized. Track the heat drawn by research. |

## 12.3 Character Creation on Athas

Use Scarlet Heroes character generation with Athasian backgrounds as Traits, for example *Ex-Gladiator of the Arena of Urik (+3)*, *Nomad of the Silt Sea (+2)*, *Veil Alliance Outcast (+2)*, *Exiled Inquisitor (+3)*, or *Scholar of Forbidden Lore (+2)*. Keep the Damage Translation Table pinned in Obsidian or inked on the sheet; it keeps a solo adventurer alive against brutal predators. The Fray Die is essential for cleaving through packs of scavengers or wild kanks.

## 12.4 The Wasteland Survival Loop

- **1. Environment and weather:** roll 2d6 on the Sandbox Generator at the start of each travel day for Brutal Heat Waves, Dust Storms, or Silt Blowouts. Deduct daily water rations on the character sheet and scratch pad. Running out of water triggers immediate Constitution checks or lethal damage. *The source guides propose this but leave exact triggers open; settle the precise trigger and consequences before play.*
- **2. Scene and oracle:** open your session log, note the objective, check the Chaos Factor, and roll a d10 to find whether the desert scene is Normal, Altered, or Interrupted.
- **3. Exploration and hex navigation:** move across the Tyr Region on the map plugin. For each unmapped hex create a `Hex_XXXX.md` note. At a Green Age ziggurat or obsidian tower, open the TSAT binder for room layouts, traps, and hazards.
- **4. Resolution and combat:** roll 2d8 + Trait against TN 9 or 11. Look up Athasian monsters in your 2e bestiaries, copy AC and HD to the scratch

pad, roll d20 to hit, convert damage, apply it to HD, and roll the Fray Die every round.

- **5. Ledger and Kanban maintenance:** update faction boards if your actions disrupted merchant cartels or drew the eye of a Sorcerer-King's templars. Log surviving resources.

### 12.5 Hybrid Desk (Wasteland Station)

- **Physical:** dice tray and real polyhedrals, the TSAT Generation Binder propped open, and a scratch pad for monster HD and daily water/dehydration rations.
- **Digital (vault DARK_SUN_ATHAS):** an interactive hex map (Windrose or Hexmap World Creator) of the Tyr Region, the jagged mountains, and the Sea of Silt; Kanban faction boards tracking Sorcerer-Kings, Templar patrols, Merchant House monopolies (e.g., House Worno, House Stelvio), and hidden Veil Alliance cells; and Session Journals logging each day under the crimson sun.

## 13.0 Complete Example Turns

### 13.1 Example Turn at the Desk (Haunted Archive)

Here is exactly what playing this system looks like in real time.

| Step | What Happens |
|---|---|
| 1. Scene setup | **Journal:** "Scene 3: Delve into the Haunted Archive (CF: 5)". You roll 1d10 for the Chaos Factor and get an 8; the scene proceeds normally. |
| 2. Room generation | Open the Generation Binder (TSAT tab). Roll a d20 for Room Layout and a d12 for Room Features: a circular room with an altar in the center. **Journal:** "- Circular room. Stone altar." |
| 3. Oracle query | You wonder, "Is there anything guarding the altar?" Using the One-Page Mythic sheet, the odds are "Likely." You roll d100 and get 85. The sheet says "Yes." |
| 4. Pulling the monster | Your Red Tide tags say this place is "Haunted." Pull the Whitebox OSR book, flip to the undead, and choose Skeletons. Scratch pad: "Skeleton A (1 HD, AC 13). Skeleton B (1 HD, AC 13)." |

| Step | What Happens |
|---|---|
| 5. Combat | You win initiative and attack Skeleton A with your longsword. 1d20 + Attack Bonus gives 15, beating AC 13. Longsword 1d8 rolls a 7, which translates to 2 damage. Skeleton A has 1 HD, so you cross it out; it shatters. You remember your Fray Die: 1d8 rolls a 4, which translates to 1 damage. Skeleton B has 1 HD and is crossed out. |
| 6. Scene closure | **Journal:** "- Skeletons defeated. Altar is clear." You lower the Chaos Factor to 4 (you dominated the combat) and prepare to roll the next room with TSAT. |

### 13.2 Example Session Summary (Athas)

| Element | Result |
|---|---|
| Objective | Explore Hex 0405 |
| Weather | Dust Storm |
| Discovery | Buried Obsidian Tower |
| Dungeon | Circular Chamber, Stone Altar, 2 Skeletons |
| Combat | Hit; damage 7; translate = 2; Skeleton destroyed |
| Fray | 4; translate = 1; second Skeleton destroyed |
| Loot | Ancient Map Fragment |
| New Thread | Locate Forgotten Ziggurat |

## 14.0 Obsidian Templates

Copy these into the vault as note templates.

```
# Character
Name:
Class:
HP:
AC:
Attack Bonus:
Fray Die:
Traits:
Food:
Water:
Gold:
```

```
# Truth Ledger
Magic Cost:
Scarcity:
Dominant Beliefs:
Hidden Opposition:
Core Tension:
```

```
# Session XX
Objective:
Events:
Combat:
Loot:
Threads:
Summary:
```

```
# Faction
Name:
Leader:
Goal:
Assets:
Enemies:
Current Operation:
Reputation (–3 to +3):
Clock (size / filled):
```

```
# NPC
Name:
Relationship:
Secret:
Goal:
Faction:
Last Seen:
Favors (Owes Me / I Owe Them):
```

```
# Domain Sheet (Echo)
Name:
Tier:
Assets:
Linked Thread:
Faction Concern:
Clock:
Domain Turn Notes:
```

```
# Hex_XXXX
Terrain:
Site Tags (2):
Discoveries:
Important NPCs:
Threats:
Linked Notes:
```

# 15.0 Quick Reference

## 15.1 Action Resolution Matrix

Keep this handy to avoid rules paralysis at the table.

| Gameplay Action | Tool You Pick Up | Physical Step |
|---|---|---|
| Travel, weather, navigation | Sandbox Generator | Roll 2d6; log effects in the Session Journal. |
| Discovering a ruin or city | Red Tide | Roll d100 for 2 Site Tags; log in the Cartographer's Log. |
| Mapping rooms and traps | Generation Binder (TSAT) | Roll tables to dress the dungeon. |
| Quick Yes/No questions | One-Page Mythic (desk) | Roll d100; consult the cardstock sheet. |
| Deep plot pivots and meanings | Mythic 2nd Edition book | Roll Event Focus or Meaning Tables. |
| NPC dialogue and moods | Generation Binder (TSAT) | Roll NPC tables to dictate the conversation. |
| Skill checks (jumping, lying) | Scarlet Heroes (the 2d8s) | Roll the dedicated 2d8 + Trait against TN 9 or 11. |
| Monster base stats (AC/HD) | Whitebox or OSRIC | Look up the monster; copy AC and HD to scratch paper. |
| Combat and damage math | Scarlet Heroes | Roll 1d20 to hit; use the Damage Translation Table; roll the Fray Die. |

| Gameplay Action | Tool You Pick Up | Physical Step |
|---|---|---|
| Magical downtime research | The Crimson Pandect | Spend resources to craft spells in Campaign Binder Tab 4. |
| Map and silt seas (Athas/digital) | Obsidian map plugin | Click hex nodes; open linked markdown notes. |
| Merchant and Templar factions (digital) | Obsidian Kanban plugin | Drag and drop faction goal cards. |
| Meeting intelligent creatures | Section 9.3 (2d6 Reaction) | Roll 2d6 plus modifiers; Hostile to Helpful. |
| Morale and surrender | Section 9.3 (2d6 Morale) | Roll 2d6; ask Mythic about surrender before the final blow. |
| Faction pressure and consequences | Clocks (Section 11.2) | Advance clocks at session end; full clock = event, no roll. |
| Faction standing | Reputation Track (Section 11.1) | Adjust -3 to +3 and log favors in NPC notes. |
| Permanent assets (towers, strongholds) | An Echo, Resounding (Section 10.2) | Create Domain Sheet, Thread, Faction Concern, Clock. |
| Mysteries and clues | Investigation Engine (Section 6.4) | 1 Question, 3 Clues, 1 Truth; one clue per success. |

## 15.2 One-Page Procedure Reference

| Procedure | Sequence |
|---|---|
| Session Start | Review Character, Threads, Factions, Clocks, Chaos; Set one Objective |
| Travel | Weather, Supplies, Move, Encounter, Discovery, Journal |
| Scene | Chaos check (d10 vs CF), ask Mythic questions |
| Exploration | Observe, Question, Generate, Resolve, Record |
| Dungeon | Generate Room, Describe, Check Features, Check Danger, Resolve, Advance |

| Procedure | Sequence |
|---|---|
| Tasks | 2d8 + Attribute + Trait; TN 9 Standard, TN 11 Difficult |
| Combat | Initiative, Attack, Translate Damage, Fray, Enemy, Repeat |
| Session End | Journal, Threads, NPCs, Locations, Resources, Chaos, Reputation, Clocks, Faction Turn, New Consequences, Domain Turn (if any), Backup |
| Session Zero | Setting, Truth Ledger, Factions, Threads, Home Region, Character, Spells, Hex Map, Obsidian, First Objective |
| Monster generation | Terrain, d20 type, monster book; or dungeon theme and 6 to 10 roster; or hex Site Tags |
| Meeting creatures | Reaction 2d6, then Morale 2d6 and surrender check when fighting |

## 15.3 Final Operating Principles

- **Mythic** answers uncertain questions: One-Page Mythic for quick oracle and scene checks; Mythic GME 2e for Event Focus and Meaning Tables, interpreted through the Truth Ledger.
- **TSAT** generates environments, rooms, traps, NPCs, quests, and loot; use its content tables, not its 5e rules, DCs, or combat.
- **Scarlet Heroes** resolves tasks and solo combat: task formula, damage translation, and class Fray Die (check enemy-HD eligibility every round).
- **OSR bestiaries** provide monster statistics and abilities, not a separate solo engine.
- **Red Tide** supplies Site Tags, Courts, and factions; **Crimson Pandect** drives magical research and its costs.
- **Obsidian** remembers the campaign: hexes, locations, NPCs, Threads, faction boards, and journals.
- Generate only what is needed; resolve only what is uncertain; record only what matters; keep the world moving.

## 15.4 Master Campaign Loop

**At session start:** review Threads, review Factions, review Clocks, set the Objective.

**During play:** Mythic answers uncertainty; TSAT generates content; Scarlet Heroes resolves actions; record discoveries.

**After play:** update Threads, update NPCs, update Reputation, advance Clocks, run the Faction Turn, create new consequences, and adjust the Chaos Factor. This extends the workflow defined in this manual rather than replacing it.

### 15.5 Core Library: Keep Forever

- Scarlet Heroes
- Mythic
- TSAT
- Red Tide
- Crimson Pandect
- The Sandbox #1 and #2
- OSRIC
- White Box
- Kobold Guides
- An Echo, Resounding

## 16.0 References & Source Index

### 16.1 Source Library

Every book, tool, and plugin this system uses, with its job and where it appears in this manual.

| Source | Job in This System | Used In |
|---|---|---|
| Scarlet Heroes | Primary engine: characters, Traits, task checks, combat, damage translation, Fray Die | 3.0, 4.0, 6.3, 9.2, 9.4 |
| Scarlet Heroes Zines: The Sandbox #1 & #2 | Character options and one-roll setting tables for Red Tide | 2.2, 4.1 |
| One-Page Mythic Emulator | Yes/No oracle, Chaos Factor, scene checks, altered or interrupted scenes | 6.1, 6.2 |
| Mythic GME 2nd Edition | Event Focus, Meaning Tables, twists, surrender and complication rolls | 6.1, 6.2, 6.3, 9.3 |
| The Solo Adventurer's Toolbox (TSAT) 1 & 2 | Content generation: travel, settlements, dungeons, NPCs, quests, villains, lairs, loot (content tables only, no 5e rules, DCs, or combat) | 2.2, 7.0, 8.0, 9.5, 10.1, 16.2 |

| Source | Job in This System | Used In |
|---|---|---|
| Ruins of the Undercity | Preferred generator for major ruins and dungeon complexes | 7.2, 8.2 |
| Red Tide (and Sunset Isles setting) | Courts, factions, Site Tags, sandbox world | 3.2, 7.1, 9.5, 11.0 |
| Sandbox Generator (Issues 1 & 2) | Overland travel, weather, navigation, distance | 7.1, 12.4 |
| The Crimson Pandect | Spell research, rituals, sanctums, arcane consequences (Defiling/ Preserving on Athas) | 4.1, 10.5, 12.1 |
| Kobold Guides (to Magic) | Source of truth for magic systems and world truths; basis of the Truth Ledger | 3.1, 10.5 |
| An Echo, Resounding | Domains, strongholds, permanent centers of power (Escalation Tiers 3 and 4) | 10.2, 10.3, 11.0 |
| OSRIC | Monster statistics (Name, AC, HD, abilities) and bestiary | 9.1, 9.5 |
| AD&D 2E Monster Manual | Monsters, spells, treasure, equipment, encounters | 9.1, 9.5 |
| White Box | Monster statistics | 9.1, 13.1 |
| Basic Fantasy RPG | Monster statistics; also a setting-book option | 9.1, 9.5 |
| Dungeon Crawl Classics | Content source only (weird monsters, patrons, corruption, treasures); ignore its mechanics | 9.1 |
| AD&D 2E Dark Sun Campaign Setting & Rules; Dark Sun Monstrous Compendiums | Athas lore, geography, city-states, atmosphere; Athasian monsters | 12.0 |
| Setting Books (Red Tide, Dark Sun, Basic Fantasy, etc.) | Where: geography, history, politics. Setting is truth | 3.0, 7.2 |

| Source | Job in This System | Used In |
|---|---|---|
| Obsidian (with Windrose or Hexmap World Creator, and Kanban plugins) | Campaign memory: vault, notes, interactive hex map, faction boards | 2.3, 12.5, 14.0 |
| Paper Binders, Hex Paper, Index Cards, Journal | Physical atlas, generation binder, active desk, journal | 2.1, 2.2 |
| AI map generator | Optional printable maps for important locations | 7.3 |

## 16.2 TSAT Companion Reference

The selected TSAT chapters are kept as a **separate companion document**; their tables are not copied here. When this manual says "generate with TSAT," go to the matching chapter below. Ignore any 5e rules, DCs, and combat mechanics in those chapters; resolve actions and fights with Scarlet Heroes (Section 6.3 and 9.2).

| When You Need | TSAT Chapter | Manual Section |
|---|---|---|
| Travel, camping, getting to settlements | TSAT 1, Chapter 3 (Travelling / Camping / Arriving in Settlements); Chapter 9 (Random Wilderness Generation) | 7.1 |
| Dungeon encounters, dungeon generation | TSAT 1, Chapter 6 (Dungeon Encounters); Chapter 8 (Random Dungeon Generation) | 8.2 |
| Caverns and castles | TSAT 2, Chapter 2-2 (Natural Cavern Generator); Chapter 2-3 (Castle Generator) | 8.2 |
| Settlements, streets, businesses | TSAT 2, Chapter 2-1 (Urban Generator / Building Settlements) | 8.1 |
| Merchants, shopping, taverns, rumors | TSAT 1, Chapter 10 (Merchants & Shopping); Chapter 3 (Tavern and Rumours tables) | 8.1 |

| When You Need | TSAT Chapter | Manual Section |
|---|---|---|
| Quests | TSAT 1, Chapter 7 (Quest Generator); TSAT 2, Chapter 4-7 (Random Quest Name Table) | 3.3, 6.4 |
| NPCs | TSAT 1, Chapter 13 (NPC Generator) | 6.2 |
| Story elements, events, "what happens" | TSAT 1, Chapter 14 (Story Element Interaction Tables) | 6.2 |
| Monster behavior and encounters | TSAT 1, Chapter 15 (What Do The Monsters Do?); Chapter 16 (Monster Encounters for the Solo PC) | 9.5 |
| Treasure, boons, banes, items, relics | TSAT 1, Chapter 17 (Loot Tables); TSAT 2, Chapters 4-1 (Boon), 4-2 (Bane), 4-3 (Item), 4-6 (Magic Items), 4-8 (Item / Relic Names) | 10.1 |
| Villains and lairs | TSAT 2, Chapter 5-2 (Villain / BBEG Generator); Chapter 5-3 (Lair Generator) | 8.2, 9.5 |

Only the chapters listed above are part of this system. Mythic, not TSAT, is the oracle (Section 6.2).

## 16.3 Where Each Rule Lives

| If You Need To | Go To |
|---|---|
| Understand which book does what | 1.2 and 1.3 |
| Set up desk, binders, supplies, Obsidian vault | 2.0 |
| Start a campaign | 3.0 (Session Zero) and 3.4 (checklist) |
| Build a character, Traits, damage table, Fray Die, sheet layout | 4.0 |
| Begin a session | 5.0 |
| Run a scene, oracle, tasks, mysteries | 6.0 |
| Travel, map, hex notes, AI maps | 7.0 |

| If You Need To | Go To |
|---|---|
| Play a settlement or dungeon | 8.0 |
| Fight, monsters, reaction, morale | 9.0 |
| Loot, gold, Echo, downtime, magic | 10.0 |
| End a session, reputation, clocks, faction turn | 11.0 |
| Play in Athas | 12.0 |
| See worked examples | 13.0 |
| Copy note templates | 14.0 |
| Quick lookups | 15.0 |

## 16.4 Glossary

| Term | Meaning |
|---|---|
| AC / HD | Armor Class / Hit Dice; the only monster stats you record (with name and special abilities). |
| Chaos Factor (CF) | Number from 1 to 9 that starts at 5; each scene roll of d10 at or below it means an Altered or Interrupted scene. |
| Clock | A segmented track (4, 6, 8, or 12) for a threat; when full, the event happens with no roll. |
| Court | A Red Tide faction. |
| Domain / Echo | A permanent center of power tracked with An Echo, Resounding. |
| Event Focus / Meaning Tables | Mythic 2e tables that say what an interruption is about and what an abstract answer means. |
| Faction Turn | 1d6 per faction after each session: Expand, Recruit, Investigate, Scheme, Attack, Setback. |
| Fray Die | Class die rolled every combat round; translated damage applies to enemies with HD at or below hero level. |
| Reputation | Faction standing from -3 (Enemy) to +3 (Devoted). |

| Term | Meaning |
|---|---|
| Site Tags | Two d100 Red Tide tags rolled for each Point of Interest; they explain why a place is what it is. |
| TN | Target Number: 9 Standard, 11 Difficult, for 2d8 + modifier + Trait checks. |
| Thread | An active problem or goal; keep 3 to 5 at campaign start. |
| Trait | A background phrase with a bonus (e.g., Exiled Inquisitor +3) that replaces skill lists. |
| Truth Ledger | The one-page statement of setting truths that every random result is interpreted through. |
| World Impact Rule | Every large purchase creates a Thread, a Faction Concern, an Opportunity, and a Problem. |