

Swords 'n' Stones solo Adventure #2


Tomb of the Erufu Elder [Game DC = 14]

Player – Tim Posynick [author SNS]

Player Character = Manix Beel







Human, 5'10", Brown hair and eyes, Tan skin, 200lbs, approx. 32 years of age from somewhere in Turkey circa 1600.

PC Character sheet;



SOLO **MANIX BEEL**

PLAYER **CHARACTER**

					
STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY	CONSTITUTION	CHARISMA
Fight Lift Kick / Punch Push / Pull Throw	Spell Stones Puzzles Runes Investigate	Heal Stones Magic Weapons Perception Track Doors & Traps	Dodge Shoot Jump Climb Swim	Saves Re-Gain HP Armour Class	Reaction Diplomacy Persuasion

Armour & Shield Modifiers

Armour Class = **8**

Armour type = **CHAIN** + **2**

Shield Modifier + **1**

Helmet Modifier + **0**

Add these to your CON to get your AC

Current Hit points

Skill Level: **1** / **10** MAX HP

Experience Points

1000

Weapons & Damage

1. LONG SWORD 1-8
2. BATTLE AXE 1-10
3. <input style="width: 100%;" type="text"/>
4. <input style="width: 100%;" type="text"/>

Character Traits

Eyes: **BROWN** Hair: **BROWN**

Height: **5'10** Weight: **200**

Physique:

Skin: **tanned**

Back Pack Gear:

1. small iron box
2. map case and utensils
3. 3 asks of oil
4. 20ft. of rope
5. 3 large sags
6. 12 door spikes
7. 4 torches
8. tinder box & int
9. 2 blankets
10.
11.
12.
13.
14.
15.

Story;

Manix is found floating in a small wooden boat off the shore from a small, remote Erufu village.



The Erufu nursed him back to health, and after lengthy attempts to communicate, have finally let their Elder offer him a drink of some sort of potion. Reluctantly Manix drinks the fluid. Within a matter of minutes, he is able to understand and speak the Erufu language.

Manix realizes now that he is not in Turkey anymore, as his vision clears enough to see the beings that pulled him from the ocean. Manix gets very anxious and feels determined to find a way to get home.

The Erufu elder explains he does not understand how or why Manix appeared off their harbour shore but says that he saw other beings of his kind on his many travels, which is why he chose to help him.

Manix is offered a place to rest and some food. Willingly he takes the food and lies down for some much-needed sleep.

In the morning Mainx is greeted once again by the elder. He asks, “What are your plans now that you are here in his world called Ambian?”

“I would ask for provisions, and maybe a weapon, so that I may venture out to seek a way home to my land.” exclaims Manix.

The elder agrees and takes Manix to a storage area where he keeps some belongings from other humans he encountered over the years. There he finds clothing, boots, and chooses a set of chain mail armour. He also picks up a sword and battle axe for protection. The elder offers Manix a round metal shield to help to protect him.

The elder mentions that there is an abandoned worship structure only a few kilometers from here. He says that Manix may find some answers or clues there to help.

“Caution!” the elder exclaims, “there are all manner of beast that roam our jungles the likes of which you most likely have never encountered before. Always be on your guard!”

“Use your wits, and logic to survive.” he continues. “Don’t be too bold or hasty to engage those you may encounter as some may be very deadly.”

Manix thanks the elder for his advice, for nursing him back to health, and for providing him with provisions and weapons for the journey.

The elder wishes Manix good luck and a safe journey and sends him on his way.

“There are three paths that lead from our village. Choose wisely.” Says the elder.

With that Manix smiles, gestures goodbye, says thank you, and heads out.

SCENE # 1 the Path less travelled....

- ❖ Of the three paths that exit the Erufu village, you choose the westward one. It is mid-morning, cool, no wind and some sunshine.
- ❖ [roll 1D4 for distance travelled =2 km]
- ❖ You’ve travelled approximately two kilometers west of the village, into the dense jungle.
- ❖ [rolling 1D6 for random encounter =3 ... nothing yet]
- ❖ It is now midday, partially cloudy now and slightly cooler with some wind
- ❖ You decide to set up camp for some rest and food.
- ❖ After approximately one hour you feel like an afternoon nap could be in order.
- ❖ [roll random encounter 1D6] = 1 .. YES!]
- ❖ [roll on the random monster table, end of the bestiary, 1D4 & 1D12] = GOKRU x 2 [lizard beasts]
- ❖ .
- ❖ What you didn’t notice while you were setting up a temporary camp and fire, was a small swampy area just 30 feet east of your location.
- ❖ You begin to prepare to cook a rabbit that you caught earlier. As you do, you notice a stench coming from somewhere in the jungle close by.
- ❖ Slightly fishy, sour and moldy smell of some sort.
- ❖ Your head pivots trying to determine where the smell originates from, and if it may be something lurking in the jungle watching you.
- ❖ Unable to tell where the smell is coming from, you turn back to you preparing your lunch.
- ❖ [Two large GOKRU slowly rise from the swamp nearby. They very carefully step out onto the ground and do their best to sneak up on your camp site.]



- ❖
- ❖ [Roll 1D6 to see if you hear them coming= 3 ... nope]
- ❖ The GOKRU get close, and one attempts to grab you from behind.
- ❖ [roll 1D20+1 for attack from behind= 17! SUCCESS!!]
- ❖ The GOKRU grabs your shoulders and lifts you from your seat.
- ❖ It spins you around to face the 2nd GOKRU to try to allow it to run you through with its spear.
- ❖ You attempt to struggle free [roll 1D20+STR .. need DC14 or better = 15 ... SUCCESS!]

- ❖ You manage to wriggle free enough from the 1st GOKRU to be able to try to avoid being stabbed.
- ❖ The 2nd GOKRU lunges forward attempting to stab you in the gut.
- ❖ [GOKRU roll 1D20 to attack .. DC14 = 10 – failed!]
- ❖ You break the grip just enough to slide out of the way of the spear attack
- ❖ The spear misses you and hits the 1st GOKRU instead [damage roll = 1D6 = 2]
- ❖ [1st GOKRU – HP 10 – 2 = 8]
- ❖ The 1st GOKRU screams in pain and lets you go.
- ❖ You take the opportunity to grab your sword and attack the 2nd GOKRU
- ❖ [Roll 1D20+STR = 5+5=10 .. FAIL!]
- ❖ The 2nd GOKRU turns and parries your attack at the last second.
- ❖ [both parties are now on equal terms in combat so rolling advantage/ initiative]
- ❖ [Roll 1D6 = 1-3 PC attacks, 4-6 PC defends = 3 you ATTACK! The 2nd GOKRU again!]
- ❖ [Roll 2D20 – DC14]
- ❖ [Manix attack = 8 + 5 STR = 13 ... FAIL!]
- ❖ The 2nd GOKRU again parries your attack.
- ❖ [roll advantage 1D6 = 6 .. you are defending]
- ❖ The 2nd GOKRU now lunges forward with an attack of its own
- ❖ [Roll 2D20 / DC14]
- ❖ [2nd GOKRU attack = 4 .. FAIL! .. no need to record the defense roll]
- ❖ You manage to dodge the incoming spear attack.
- ❖ [Roll advantage 1D6 = 3 YOU ATTACK!]
- ❖ [Roll 2D20 / DC14]
- ❖ [Manix attack = 15 Success!]
- ❖ [2nd GOKRU defends = 19 Success! -1 from attacker's damage]
- ❖ [Manix damage roll = [1D8] = 4 – 1 = 3 damage]
- ❖ [2nd GOKRU HP = 8-3 = 5]
- ❖ Your blade finds its target and deals a devastating blow, wounding the GOKRU badly.
- ❖ [Morale check, 1D6 .. 1-3 no change, 4-6 = flee= 2 no change]
- ❖ The 2nd GOKRU manages to retain its composure and continues to engage.
- ❖ [Roll advantage 1D6 = 4 .. you defend!]
- ❖ [roll 2D20 / DC 14]
- ❖ [2nd GOKRU attack = 19 Success!]
- ❖ [Manix defends = Natural 20, no damage and gains an instant counterattack [roll 1D4 damage] = 1]
- ❖ [2nd GOKRU HP 5 – 1 = 4]
- ❖ [Roll morale check – 1D6, 1,3,5, = no change / 2,4,6 = flees = 4]
- ❖ 2nd GOKRU chooses to try to disengage from the battle and stumbles backward to create some distance between it and you.
- ❖ **does the 1st GOKRU decide to turn toward you and engage?
- ❖ [Roll 1D6 = 6 YES!]
- ❖ Advantage to the 1st GOKRU as it turns to attack you after the 2nd GOKRU backs away
- ❖ [Roll 1D20/DC14 = 12 failed attack, no need to roll for Manix defense]
- ❖ [Roll advantage 1D6 = 1 you ATTACK!]

- ❖ [Roll 2D20/DC14]
- ❖ [Manix attack = 18 SUCCESS!]
- ❖ [1st GOKRU defends = 17 SUCCESS! -1 from attacking damage]
- ❖ [Manix damage [1D8] = 8 -1 = 7]
- ❖ [1st GOKRU HP = 8 – 7 = 1....mortally wounded]
- ❖ The 1st GOKRU slumps to the ground bleeding badly from the gut.
- ❖ You step forward and strike the fatal blow to the 1st GOKRU before the 2nd GOKRU can recover and attack.
- ❖ The 2nd GOKRU lets out a blood curdling scream and lunges at you
- ❖ [Roll 2D20 / DC14]
- ❖ [2nd GOKRU attack = 14 SUCCESS!]
- ❖ [Manix defends = [D20 + AC] = 10+5 = 15 SUCCESS! – 1 from attacking damage]
- ❖ [2nd GOKRU Damage rolled = [1D6]= 3 – 1 = 2]
- ❖ [Manix HP 10 – 2 = 8]
- ❖ [Roll advantage 1D6=6 Manix is defending]
- ❖ [Roll 2D20 / DC14]
- ❖ [2nd GOKRU attack = 16 SUCCESS!]
- ❖ [Manix defends = [D20+AC 8] = 12 FAIL!]
- ❖ [2nd GOKRU damage roll [1D6] = 3]
- ❖ [Manix HP 8 – 3 = 5]
- ❖ [Roll advantage= 3 Manix ATTACKS!]
- ❖ [Roll 2D20 / DC14]
- ❖ [Manix attack = 18 SUCCESS!]
- ❖ [2nd GOKRU defends = 17 SUCCESS! -1 from damage roll]
- ❖ [Manix damage roll [1D8] = 7 – 1 = 6 DEATH BLOW!!]
- ❖ The 2nd GOKRU stumbles backward as your blade slides out from its gullet
- ❖ It falls to the ground, and bleeds out .. DEAD
- ❖ [XP = 50 for each GOKRU killed = 100 XP, total = 1100 XP]
- ❖ You drop to your knees, exhausted from the battle, but glad to be alive.
- ❖ You take a few deep breaths, stand and stumble back to your fire.
- ❖ You slump to the ground, take a quick look around you before your eyes droop and you pass out from exhaustion.
- ❖ .
- ❖ Morning comes. You slowly open your eyes to greet the morning sun.
- ❖ Still feeling weary and now very sore from your exchanges with the GOKRU last night, you attempt to light another fire to make food to re-energize.
- ❖ [Roll 1D4 for new day HP recovery = 4]
- ❖ [Manix HP 5+4 = 9]
- ❖ You survey the battle ground. The 2 GOKRU are still lying in the places they dropped from combat; small critters are now feasting on their corpses.
- ❖ You decide to search the bodies of these creatures to see if there is anything useful to help you on your journey.

- ❖ [Roll 1D6 – 1 or 6 = YES =1 SUCCESS]
- ❖ [Roll on 1D4 to determine, 1 = weapon, 2 = gear, 3 = stones, 4 = food] = 3 SUCCESS you find STONES!!]
- ❖ [roll 1D4 to determine how many= 3]
- ❖ [Roll 1D6 on the list of magic stones in the guide page 14= 2 = HEAL STONES!!]
- ❖ [Add 3 HEAL STONES to your stone inventory]
- ❖ [Manix HP = 9, MAX = 10 so you decide not to use a HEAL STONE right now]
- ❖ You go over to the other GOKRU to search it
- ❖ [Roll on 1D4 to determine, 1 = weapon, 2 = gear, 3 = stones, 4 = food]=2 GEAR]
- ❖ [Roll on the random gear table in the guide under the dungeon creation tables page 41]= a SPYGLASS, add one SPYGLASS to your inventory slots.]
- ❖ .
- ❖ .
- ❖ .
- ❖ SCENE #2 Not by the Hair of My Chinny – Chin Chin!!
- ❖ The morning is sunny but cool, with a slight wind from the East.
- ❖ You head further down the trail.
- ❖ [Roll 1D4 to determine how far you travel = 3 kilometers]
- ❖ It is now midday and you are in need of some food and rest
- ❖ [Roll for random encounter 1D6, on a 1 or 6 = 3 = nothing]
- ❖ You set up a small camp and prepare some food, all the while making sure to keep a watchful eye on the jungle around you.
- ❖ You’ve rested for a couple of hours and decide to move on.
- ❖ Half a kilometer later you notice a path leading East from the main trail.
- ❖ There looks to be an old sign, broken and laying on the ground.
- ❖ As you get closer, you can make out some writing and its in Erufu, so you can understand what it says...it is only a partial word, but you believe it says “home”.
- ❖ You ponder if this means a way home or just someone’s home.
- ❖ [Roll 1D6 to decide to investigate = 2 YES!
- ❖ You head down the path to see if you can determine what the sign is referring to
- ❖ The path takes you another kilometer East, further into the dense jungle. So dense in fact, that the sunlight barely makes it through.
- ❖ [Roll 1D6 for random encounter = 6 YES!]
- ❖ [Roll on the random monster table on page 65 of the main guide, 1D4 and 1D12 = 4 / 11]

❖ [ORNAK!] 13 HP



- ❖
- ❖ As you come around a small bend in the path, you start to pick up an odour.
- ❖ A combination of wet dog, dried blood and bad body odour.
- ❖ You draw your BATTLE AXE just in case something good is not going to come of this.
- ❖ As you finish coming around the bend in the path, you notice a large shadow in the middle of the path about 3 meters ahead of you.
- ❖ It is darker in this section of the jungle so you can't quite make out what or whom it is.
- ❖ You decide to light a torch for a better view and possibly scare it off if its just a simple jungle critter.
- ❖ [mark off one torch from inventory]
- ❖ As the torch light reaches the shadowy figure, it suddenly turns its large head to peer back at you.
- ❖ Glowing, bright yellow eyes that look right into your soul pierce the torch light.
- ❖ A large hair-covered snout with long razor-sharp teeth can be seen with drool, blood and bits of flesh dripping from it.
- ❖ Whatever this creature is, you've interrupted its dinner.
- ❖ You can't help but to stare with curiosity and fear.
- ❖ Its very large hair-covered head with long pointed ears, now folding back onto its head into a look of severe aggression!
- ❖ You are almost frozen in place with fear.
- ❖ [roll 1D6 to fight or flee, 1,3,5 = fight, 2,4,6 = flee] = 3 FIGHT!]
- ❖ Even though you came upon the creature from behind, you have now equaled the playing field by standing and staring giving the creature time to stand and face you.
- ❖ [Roll advantage 1D6 = 2 = Manix ATTACKS!]
- ❖ You instinctively swing your battleaxe over your head and charge at the beast!
- ❖ [Roll Combat 2D20 / DC14]
- ❖ [Manix attack D20 +STR = 10+5 = 15 SUCCESS!]
- ❖ [ORNAK defends no mods = 14 = SUCCESS! -1 from damage]
- ❖ [Manix damage rolled = 1D8 = 4 -1 = 3 damage]
- ❖ [ORNAK HP 13 - 3 = 10]
- ❖ [Roll advantage 1D6 = 4 = Manix DEFENDS!]
- ❖ [Roll Combat 2D20 / DC14]

- ❖ [ORNAK attack = 16 SUCCESS!]
- ❖ [Manix defends = $D20 = 8 + AC8 = 16$ SUCCESS! -1 from damage]
- ❖ [ORNAK damage rolled = $1D6 = 2 - 1 = 1$]
- ❖ [Manix HP $9 - 1 = 8$]
- ❖ [Roll advantage $1D6 = 4$ Manix DEFENDS again]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [ORNAK attack = $1D20$ no mods = 4 FAILED ATTACK!]
- ❖ [no need to roll defense for Manix]
- ❖ The creature lunges at you with its huge claws raking the air around your head.
- ❖ You parry the attack with your battle axe as you lean backward dodging the claws.
- ❖ [Roll advantage $1D6 = 6$ Manix DEFENS AGAIN!]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ {ORNAK attack = 14 SUCCESS!}
- ❖ [Manix defends = $D20 = 7 + AC8 = 15$ SUCCESS! -1 one from damage]
- ❖ [ORNAK damage $1D6 = 2 - 1 = 1$]
- ❖ {Manix HP = $8 - 1 = 7$ }
- ❖ The creature lets out a blood curdling roar as it swipes at your chest with its huge claws, barely grazing you.
- ❖ [Roll advantage $1D6 = 4$ Manix DEFENDS yet again!]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [ORNAK attack = 15 SUCCESS!]
- ❖ [Manix Defends = 16 SUCCESS! -1 from damage]
- ❖ [ORNAK damage rolled = $2 - 1 = 1$]
- ❖ [Manix HP $7 - 1 = 6$]
- ❖ You are feeling as though your energy is depleting.
- ❖ [Roll Morale check $1D6$, 1,3,5 stay and fight, 2,4,6 Flee = 5 STAY AND FIGHT!]
- ❖ [Roll advantage = 3 Manix ATTACKS!!]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [Manix attack = $D20 = 17$ don't need to add STR = SUCCESS!!]
- ❖ {ORNAK defends = 2 .. FAILED DEFENSE! Will take full amount of rolled damage}
- ❖ [Manix damage rolled = $[1D8] = 7$]
- ❖ [ORNAK HP $10 - 7 = 3$]
- ❖ You deal a heavy blow to the hairy beast.
- ❖ It stumbles backward roaring in pain, blood spewing from its chest.
- ❖ [Roll morale for the ORNAK = 5 stays and fights!]
- ❖ [Roll advantage $1D6 = 5$ Manix defends yet again]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [ORNAK attack = 7 FAILED ATTACK!]
- ❖ You notice just in time as the beast lunges its huge jaws towards your face.
- ❖ You duck under the beast and move out of its reach.
- ❖ [Roll advantage = 3 Manix ATTACKS!]
- ❖ [Roll Combat $2D20 / DC14$]

- ❖ [Manix attack $D20 = 8 + 5 \text{ STR} = 13$ FAILED ATTACK!]
- ❖ [no need to roll defense for the ORNAK]
- ❖ You swing around and with both arms strike out at the creature with your battle axe, narrowly missing its head!
- ❖ [Roll advantage = 2 Manix ATTACKS!!]
- ❖ You recover from your two-handed strike just in time to swing again!
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [Manix attack = $D20 8 + \text{STR}5 = 13$ FAILED ATTACK!]
- ❖ [no need to roll defense for the ORNAK]
- ❖ Your attack slips past the creature's head as it very quickly, ducks under the battle axe.
- ❖ [Roll advantage = 4 Manix DEFENDS!]
- ❖ The ORNAK turns and leaps at you with whatever strength it has left, jaws agape and claws outstretched!
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [ORNAK attack = 16 SUCCESS!]
- ❖ [Manix defends = $D20 = 10 + \text{AC}8 = 18$ SUCCESS! -1 from damage roll]
- ❖ The beast's gigantic claws again just barely scrape your shoulder this time.
- ❖ [ORNAK damage = $2 - 1 = 1$]
- ❖ [Manix HP $6 - 1 = 5$]
- ❖ Even though the attack just barely grazes your shoulder you are feeling the pain and the fatigue of battle!
- ❖ [Roll morale check for Manix $1D6 = 5$ stay and FIGHT!]
- ❖ [Roll advantage = 3 Manix ATTACKS!]
- ❖ [Roll Combat $2D20 / DC14$]
- ❖ [Manix attack = $10 + \text{STR}5 = 15$ SUCCESS!]
- ❖ [ORNAK defends = $10 =$ FAILED defense, takes full damage rolled]
- ❖ This time your strike finds its target and lands a blow deep into the shoulder and neck of the beast!
- ❖ [Manix damage rolled = $1D8 = 6$ DEATH BLOW!!]
- ❖ The ORNAK crashes to the dirt at your feet, blood splattering from the huge wound you've just inflicted upon it.
- ❖ You hear its last breath as it expires, with a loud gurgle!
- ❖ .
- ❖ .
- ❖ You are exhausted once again.
- ❖ Battle is very taxing on you, and you now need to rest yet again and replenish your energy with food.
- ❖ And yet, you feel a deep desire to press on.
- ❖ You travelled only for a mere two days and already you came close to death fending off the strange creatures of this jungle.
- ❖ You decide to eat as you walk and try to make haste to this place that the sign was directing you to.
- ❖ With anxious nerves you press on hoping that this leg of the journey will be a bit quieter.
- ❖ After another 2 kilometers the jungle slowly begins to open in front of you.

- ❖ Ahead of you is what seems to be an ancient structure covered in jungle growth.
- ❖ This building doesn't look as though anyone has resided here for ages.
- ❖ You decide to investigate and try to determine if there is any sign of civilization that may help you find your way home.
- ❖ .[XP = 50 for encounter and death of the ORNAK]
- ❖ .[need to add 25XP for each of the HEAL STONEs found earlier = 75XP for a total of 1225 XP]
- ❖ .
- ❖ .
- ❖ SCENE # 3 No Place like.....Home?