



ALONE IN DEEPFALL BREACH



A Solo Dungeon-Delving Campaign for Dragonbane

Legend tells of a wicked wound in the world struck by the demon lord Sathmog's spear: Deepfall Breach. The perilous depths of the Breach plummet leagues into the foundations of the Misty Vale, comprising roughhewn passages, echoing caverns, and ancient ruins.

Only a fool would venture alone into this realm of chaos and shadow – and yet here you stand.

This is a solo adventure for *Dragonbane*, designed for play with a single player character – no Gamemaster required. Undertake missions in Deepfall Breach, imagining the details of each scene and the actions of NPCs and monsters. When you must overcome danger, decide your approach and make a skill roll to see how you fare. If you're unsure what happens

next or want to leave it to the whims of fate, use the included tools and tables to provide the answer.

COOPERATIVE PLAY

This adventure is also suitable for a small group of players without a GM. Work together to describe scenes and challenges. When you're unsure about a detail or the outcome of your actions, turn to the tools herein.

YOUR SOLO PLAYER CHARACTER

Alone, you will traverse the depths of the twisting caverns and crumbling ruins of Deepfall Breach. Choose your kin, profession, attributes, and skills with this in mind. Also consider your motivation for coming to this dreadful place.

As an independent hero, *you gain one additional heroic ability of your choice at the start of play.* Thus, non-mage characters begin with two heroic abilities, and mages start with one. Avoid any heroic abilities reliant on other player characters, focusing instead on ones that make your solo character more self-sufficient. If you are bringing an existing character into this adventure, swap any party-dependent heroic abilities for new heroic abilities, one-for-one.

Two new heroic abilities for solo characters are included to the right. These may be selected during character creation or when earning a heroic ability through play.

HEROIC ABILITY: ARMY OF ONE

- ◆ **Requirement:** —
- ◆ **Willpower Points:** —

When fighting alone, draw two initiative cards and keep both. You have two turns each round.

HEROIC ABILITY: SOLE SURVIVOR

- ◆ **Requirement:** —
- ◆ **Willpower Points:** 3

When adventuring alone, you may push a roll without suffering a condition.

CORE SOLO TOOLS

FORTUNE CHART

What cruel twists or unexpected boons await you in the Breach? When you have a question about the nature of a situation—one you would normally ask a GM—use the *fortune chart* below to divine your answer.

First consider the framing of the question. The chart includes several categories.

- ◆ **Yes/No** (“Is the passage guarded?”)
- ◆ **Number** (“How large is the band of orcs?”)
- ◆ **Scale** (“How wide is the pit?”)
- ◆ **Power** (“How potent is the spell?”)
- ◆ **Quality** (“What is the value of the gem?”)
- ◆ **Reaction** (“What is the goblin’s demeanor?”)

Ask your question, roll a D6, and check the result using an appropriate column of the chart. Interpret the response and imagine what it reveals.

Tilting the Scales: The default fortune roll assumes all results are equally possible, but you can put your thumb on the scales of fate to better reflect the current situation.

- ◆ If a no, negative, or low impact result is likely, roll 2d6 and take the lowest result.
- ◆ If a yes, positive, or high impact result is likely, roll 2d6 and take the highest result.

Keep it Simple: To answer questions without consulting the table, interpret a roll of 1–3 as no, negative, or lower scope, and 4–6 as yes, positive, or greater scope. A 1 or 6 indicates an extreme result or interesting twist.

Keep it Moving: Roll on the chart only when you wish to put the answer in the hands of fate. If an answer is almost certain, or you prefer a result because it is interesting or dramatic, don’t roll – just decide and move on with your adventure.

INSPIRATION TABLE

Use the *inspiration table* on the next page to reveal details when asking an open-ended question about a location or situation. Roll on a single column for an answer or roll on multiple columns to build a phrase. The resulting prompt might be taken literally or interpreted to fit the context. If it is tough to decipher, roll again or pick an answer.

QUESTION	RESULT	INTERPRETATION
“What do I see in the chamber?”	Sacred (attribute)	An altar stands in the center of the room.
“What danger do I face in this passage?”	Moving Barrier (attribute, thing)	With a groan of grinding stone, the cavern walls start closing in. It’s a trap!
“What does the orc leader want?”	Deliver Dangerous Leader (action, attribute, thing)	To gain the orc’s trust, you must capture a powerful cultist.

DRAGON AND DEMON EFFECTS

Rolling a dragon or demon should add to your success or failure. Outside of combat, use the tables on the next page to inspire the effect. While in combat, use the dragon and demon effects as described in the Rulebook.

Another option for resolving the impact of a dragon or demon is to apply a boon or bane to a related following action.

MANAGING NPCs AND MONSTERS

When you aren’t sure of the intent or actions of other characters, ask a question using the fortune chart. For an open ended question relating to a character’s goal or nature, use the inspiration table.

FORTUNE CHART

D6	YES / NO	NUMBER	SCALE	POWER	QUALITY	REACTION
1	Extreme no	None / one	Small	Weak	Flawed	Hostile
2–3	No	Few	Moderate	Minor	Mundane	Wary
4–5	Yes	Several	Large	Formidable	Fine	Open
6	Extreme yes	Numerous	Immense	Incredible	Precious	Friendly

INSPIRATION TABLE

D20	ACTION	ATTRIBUTE	THING
1	Avenge	Ancient	Barrier
2	Control	Arcane	Captivity
3	Craft	Blocked	Conflict
4	Deliver	Corrupted	Creature
5	Destroy	Cursed	Death
6	Escape	Damaged	Defense
7	Find	Dangerous	Device
8	Guard	Decaying	Group
9	Hunt	Destroyed	History
10	Infiltrate	Flooded	Knowledge

D20	ACTION	ATTRIBUTE	THING
11	Protect	Forgotten	Leader
12	Rescue	Secret	Message
13	Restore	Lost	Path
14	Scavenge	Mighty	Person
15	Search	Moving	Power
16	Seize	Peaceful	Refuge
17	Stop	Protected	Resource
18	Strengthen	Sacred	Trap
19	Summon	Transformed	Treasure
20	Weaken	Violent	Weapon

DRAGON AND DEMON EFFECTS

D6	DRAGON EFFECT	DEMON EFFECT
1	You uncover a helpful item or resource	An important item is lost or broken
2	The action is performed faster than usual	You suffer a dangerous delay
3	You impress others or create a distraction	You draw unwanted attention
4	You reveal a new opportunity or clue	You stumble into a new danger
5	You trigger an unexpected beneficial effect	You trigger an unexpected reaction or trap
6	The action yields greater results than usual	You cause collateral damage or injure yourself

When an NPC makes a skill roll or attribute roll, you roll for them. Limit these rolls to those affecting your character directly.

To set NPC stats, use an entry from the Rulebook or the Adventures book. You can also use the simple NPC templates to the right. Simple NPCs do not use heroic abilities or Willpower Points.

NPCs & Monsters in Combat: Draw initiative for your character and NPCs as normal. When fighting a monster, roll on the monster attack tables. For notable NPCs, decide their actions or use the *NPC attack table* on page 4. To decide if an NPC uses an action to dodge or parry your attack, ask the fortune chart, or do what is most sensible. Mundane NPCs can simply make an attack on their turn, seldom using actions for defense.

NPCs and monsters may flee or surrender if a fight turns against them – ask the fortune chart when you feel this is a possibility.

SIMPLE NPC TEMPLATES

MINION

Attributes: I0 **Movement:** I0

HP: I2 **Armor:** — **Damage:** 2D6

Skills: relevant skills I2, other 6

BOSS

Attributes: I4 **Movement:** I2

HP: 20 **Armor:** 4 **Damage:** 2D8

Skills: relevant skills I5, other 8

NPC ATTACK TABLE

Choose an NPC's role – melee attacker, ranged attacker, sneaky attacker, or magic attacker – and use this table to decide what they do on their turn. Unlike the monster attack tables, these attacks do not automatically succeed (unless noted). If a skill roll is required, make the roll for that NPC.

The magic attacker role abstracts spells and ignores WP. For a more complex magic-wielding NPC, make

them a standard character with WP, magic schools, and spells.

You can also use the simple NPC templates and the NPC attack table to ad lib a creature. Decide if they are a minion or boss and choose an attacker role. For example, a monstrous insect that attacks by spitting corrosive slime is a minion ranged attacker. For a more varied foe, give them two roles and pick from those on their turn.

D6	MELEE ATTACKER	RANGED ATTACKER	SNEAKY ATTACKER	MAGIC ATTACKER
1–3	Deal a Blow! The NPC makes a melee attack.	Take a Shot! The NPC makes a ranged attack.	Cunning Strike! The NPC attacks with their current weapon.	Magic Bolt! The NPC casts an attack spell which inflicts 2D6 damage against a single target.
4	Defensive Stance! If you have not acted this round, the NPC swaps initiative cards with you, and parries or dodges with a boon. If you do not attack, or have already attacked, they use their action to attack with a bane.	Hold! The NPC uses their action to move to a better position or ready a shot. They attack on their next turn with an automatic hit (unless you successfully dodge or parry).	On the Move! The NPC uses their action to change their approach or weapon, from melee to ranged or vice-versa. They attack on their next turn with a boon.	Magic Blast! The NPC casts an attack spell which inflicts 3D6 damage against any targets within 10 meters.
5	Wild Attack! The NPC attacks with a boon. A successful attack inflicts an extra D6 damage and you are knocked down. If you attack them before their next turn, you also attack with a boon.	Volley! The NPC attacks twice this turn. Both attacks are with a bane.	Devious Feint! The NPC sets up their attack with a misdirection. You must make an INT roll as a free action. If successful, you may dodge or parry the attack with a boon. If the INT roll is unsuccessful, the NPC automatically hits (cannot be dodged or parried) with an extra D6 damage.	Arcane Shield! The NPC automatically summons a shield which decreases incoming damage by 2D6. To maintain the shield, they make a skill roll as a free action every subsequent round. Further uses of this action add D6 to the protection of an existing shield.
6	Intimidating Rage! The NPC roars or rampages. Roll against WIL to resist fear.	Deadly Shot! The NPC attacks with a bane, inflicting an extra 2D6 damage on a hit.	Sneak Attack! The NPC uses their action to hide. You may make an AWARENESS roll as a free action. If unsuccessful, the NPC automatically hits on their next turn (cannot be dodged or parried) with an extra 2D6 damage.	Mystic Mysteries! The NPC casts a spell of unknowable origin. Roll for Action and Thing on the inspiration table, and interpret the spell's effect.

TREASURE DECK

Use treasure cards to reveal the nature of valuables you discover. Some tables in this adventure instruct you to draw one or more treasure cards. You may also draw a treasure anytime you would reasonably gain something of value in your story. Note the details of drawn cards and shuffle them back into the deck.

SURVIVING SOLO PLAY

RESOLVING FAILURES

In solo play, you decide the consequences of failure. Consider the situation and introduce an outcome which creates new complications or hardships but does not block the way forward. For example:

- ◆ You make a **PERSUASION** roll to gain the cooperation of the leader of an orc clan and fail. The orc does not flatly refuse – rather, they insist you must first face them in a duel to prove your mettle.
- ◆ You make a **SLEIGHT OF HAND** roll to pick the lock on a door that blocks your way and fail. The door is unlocked, but you trigger a trap.
- ◆ You make an **ACROBATICS** roll to leap across the gap in a broken bridge and fail. You do not fall to your death – instead, you drop your prized sword into the darkness.

If you're unsure, think of two possible outcomes and roll a D6 to decide which occurs: 1–3 for the first option, 4–6 for the second.

Combat is a notable exception. Some attacks simply miss – this failure is momentary and the fight continues!

FACING COMBAT

Combat is tough for a solo adventurer. Avoid combat through negotiation, guile, or subterfuge if possible. When

forced into a fight, use special attacks and heroic abilities to your advantage. If you gain the upper hand through tactics or terrain, award your character a boon.

If all else fails, and the fight turns against you – flee.

SUFFERING DAMAGE

If you suffer harm in your adventure and aren't sure of the severity, choose or roll on the table below.

D6	CATEGORY	DAMAGE
1–2	Slight	D6
3–5	Moderate	2D6
6	Severe	2D10

HEALING

As a stalwart solo adventurer, you may:

- ◆ Make a **HEALING** roll to tend your own wounds during a stretch rest. On a success, heal 2D6 HP.
- ◆ Attempt to rally yourself while at zero HP without a bane to the **PERSUASION** roll (page 50 in the Rulebook).
- ◆ Attempt to save your own life with a **HEALING** roll while at zero HP (page 50 in the Rulebook).

THE CHAPEL AND THE WOLF

The nameless chapel stands at the edge of Deepfall Breach. The mortared stones of the structure have stood fast against time, wind, and calamity, but its stained-glass windows lie scattered in shards, and the heavy oaken doors hang loose and creaking on ancient hinges.

You are caught amid a torrential rain, so you slip inside, eager to escape both the downpour and the baleful red glow emanating from the depths of the Breach.

Inside, the chapel casts a shadow of itself – rotting pews, piles of refuse, tattered tapestries depicting battles long forgotten. Candles lend their meager glow in flickering clusters, while fragrant smoke curls from incense burners. Maze-like etchings litter a large desk occupying the far wall.

"Maddening, aren't they?" The gruff, weathered voice precedes a hunched form dislodging itself from the

shadows. Silver streaks the coal-black fur of a wolfkin draped in ratty robes. He leans on a wicked-looking two-handed mace topped with a clenched, steel fist. Numerous scars mark the wolfkin's lupine visage, with a stone sphere replacing his left eye.

"*The Breach*," he continues, nodding toward the desk littered with labyrinthine maps. "*Impossible to map with any accuracy.*"

He introduces himself as Stone-Gaze, though he also supplies his true name: Ingolfr. The name is not unknown to you, but the Ingolfr of whom you've heard tell is a fearsome warrior and famed hunter of demons, not an old hermit priest.

"*Have ye come to delve the Breach?*" he asks. "*There's good to be done, justice to be dealt, and riches to be uncovered – if ye've the mettle for it.*"

INGOLFR STONE-GAZE

Stone-Gaze has not always stood vigil over Deepfall Breach. Once, he was Ingolfr, a tenacious hunter of demonkind, whose great mace – Fiendbreaker – felled scores of lesser demons. Ingolfr's unending crusade brought him to the Misty Vale, where he resides within a nameless, abandoned chapel and keeps watch over Deepfall Breach with his enchanted eye.

Movement: 12 **Damage Bonus:** STR +D4

Armor: — **HP:** 16 **WP:** 14

Skills: Awareness 14, Healing 10, Myths & Legends 14

Abilities: Eagle Eye, Veteran

Weapons: Fiendbreaker (skill level 16, damage 2D8, +D6 damage to demons)

YOUR MISSIONS

A *mission* encompasses the unique goal, threats, and environs of each journey into the Breach.

Stone-Gaze supplies your missions. His enchanted sight pierces the stone of the rift, allowing him to discern its dizzying depths. His scrawled maps and notes guide through waypoints and warn of potential dangers, but much of the route will be shrouded to even his uncanny vision.

INTO THE BREACH

You descend a crumbling staircase into the chasm, braving the dizzying heights. A twisting corridor leads from the cliff face into the heart of the Breach, emerging into what Ingolfr called the “*Vault of Many Paths*.” Here lies a great, confounding hub of passages branching from an ancient spherical chamber, its walls embossed with primordial battlefields depicting dragons and demons clashing eternally in stark relief. Innumerable tunnels run from the vault like veins through the stone flesh of the earth.

You steel yourself against the perils to come, take a moment to study the notes and maps provided by Ingolfr, and step forward.

Beyond lies your path for this mission.

NAVIGATING WAYPOINTS

Play out missions within the Breach by focusing on key locations, dangers, or encounters. These points-of-interest are your *waypoints*. Some waypoints are described by Ingolfr in his rundown of a mission, while others remain a mystery until you investigate them. A waypoint might

detail a single notable space or passageway or describe a larger section of the Breach.

For each mission, progress through the waypoints in the order described in the mission summary. Imagine your approach, the details of the area, the dangers you face, and the opportunities you uncover. Resolve any questions or challenges at a waypoint before proceeding to the next. If a waypoint is *unknown*, or you want additional detail, use the *fortune chart* (page 2), *inspiration table* (page 3), or *exploration tables* (page 8) to reveal what you find. The places and passages between waypoints offer nothing of note, and can be ignored or summarized.

Since your expeditions into the Breach are abstracted, you don't need a map. However, a simple outline or flow chart of waypoints – marking down important events or findings – will prove helpful.

If you flee a fight or are forced onto a new path, introduce an extra waypoint to represent the unexpected diversion. Thus, your journey through the Breach is made more dangerous and complex. Resolve this waypoint before returning to the mission's path.

The final waypoint is your objective – this is where the fate of the mission is decided.

MISSION THREATS

A *threat* represents a looming danger, such as an environmental hazard, pursuing foe, or time limit. Each mission summary includes a description of a threat, and you can introduce a new threat in the midst of an expedition if you learn of an imminent peril.



To track a threat, use a D6 as a counter, starting at one. If you suffer a significant delay or create an opening for the threat through inaction or failure, rotate the die to advance the threat by one. In dire situations, such as when rolling a demon on a time-sensitive task, advance the threat by two.

Since the dangers of the Breach do not wait, you should also advance the threat if you divert from your mission for activities such as searching an area or resting (taking a stretch or more).

When the threat advances to six, the event comes to pass. You must face this danger or complication head-on. If the threat is inherent to the mission or the nature of the region you are exploring, it should reset to one. If not, remove it from play.

To keep the pressure on, maintain an active threat whenever delving into the Breach. If you want inspiration for a random threat, roll or choose from the table below.

D6 THREAT

- | | |
|---|--|
| 1 | A dreadful creature has your scent. When the threat triggers, it attacks! |
| 2 | This region is prone to tremors and cave-ins. When the threat triggers, you face a catastrophic quake! |
| 3 | A known enemy seeks you out. When the threat triggers, they catch up to you! |
| 4 | A vile corruption pervades this place. When the threat triggers, you are exposed! |
| 5 | Traps riddle your path. When the threat triggers, a trap is sprung! |
| 6 | Ghostly whispers haunt your steps. When the threat triggers, you face a harrowing manifestation! |

LEAVING THE BREACH

If the path back to the chapel is clear, you may retreat from the Breach without incident. If the way is fraught with dangers, roll **AWARENESS** or **SNEAKING** to see how you fare. If you fail, you must first overcome a danger such as an ambush or environmental peril at one of your previous waypoints. If you're not sure what you encounter, roll on a table for inspiration.

If making a direct return trip is impossible or foolhardy, find a different route among the Breach's many paths. Roll D4+2 to set the number of waypoints you must traverse to reach the surface and generate those locations using the procedures described on page 8.

GAINING EXPERIENCE

As detailed in the Rulebook, each time you roll a dragon or demon when using a skill, tick the check box next to that skill. In addition, gain five advancement marks for skills of your choice when returning from a successful mission. This alternate reward replaces the standard system of advancement at the end of a session in group play.

Make your advancement rolls between missions, rolling a D20 for each mark. If the result exceeds your current skill level, it is increased by one, up to a maximum of 18. When you're done, erase the marks and start over in your next mission.

As is standard, when you increase a skill level to 18, you gain a heroic ability of your choice. In addition, within the *Alone in Deepfall Breach* campaign, you may – no more than twice – reward your character a bonus heroic ability for a valiant sacrifice or astounding success on a mission.

TAKING A BREAK

If you want to resupply, upgrade your gear, or socialize with someone other than Ingolfr, the village of Outskirt is a short journey from the chapel.

GENERATING CUSTOM MISSIONS

This adventure includes summaries for key missions, but those are not your only forays into the Breach. Craft your own missions using this procedure:

1. **Set your objective:** For an objective assigned by Ingolfr, roll action, attribute, and thing on the *inspiration table* (page 3). Consider and expand on the prompt as necessary. Your character's motivations – or a complication or opportunity encountered in a previous mission – can also provide the objective for a new mission.
2. **Create details for Ingolfr's foreseen waypoints:** Use the location tables or inspiration table, or just come up with your own ideas. Start with the first waypoint – your entry into the mission. Then create a few others, making note of features and dangers, imagining Ingolfr briefing you on each location. Finish with the final waypoint that holds your objective.
3. **Add unknown waypoints:** Insert a few more waypoints and mark them as unknown. Ingolfr's arcane vision cannot penetrate these places.
4. **Set a threat:** Considering the nature of your objective and waypoints, activate a threat. If you're stuck, roll for a prompt on the inspiration table or threat table.

Keep your mission outline inspirational but vague. Ingolfr's vision is far from precise!

EXPLORATION TABLES

LOCATIONS

Use the location tables to help reveal the nature of waypoints within the Breach. If some aspects of a waypoint are known to you, these tables can help fill any gaps. If a waypoint is unknown, you can generate a location randomly through this procedure:

1. Roll a D20 on the *area table* below to learn the type of zone, chamber, or passage you are entering or traversing.
2. Roll a D4, then roll a D4 that many times on the *location details table* below to choose which subtables will flesh out the area.
3. As directed by the location detail table, roll a D20 on one or more of the subtables on the next page – for *contents*, *environment*, *oddity*, or *danger* – to add features and perils to the waypoint.

These tables may lead to more questions. Use other tables to help find the answers, or just decide what is most interesting.

LOCATION DETAILS

D4 DETAIL

1	Contents
2	Environment
3	Oddity
4	Danger

INHABITANTS

Various factions, people, and creatures dwell within or wander the depths of the Breach. Choose or roll on the table below to add details to a mission, learn the nature of an inhabited waypoint, or reveal a surprise encounter.

This list represents common inhabitants of the Misty Vale and the Breach. Introduce other foes – and potential allies – in whatever way best fits your story.

INHABITANTS

D20 CREATURE OR PEOPLE

1	Dragons
2–6	Orcs
7	Adventurers
8	Ghosts
9	Giant spiders
10	Goblins
11	Harpies
12	Skeletons
13	Trolls
14	Vampiric bats
15–19	Cultists
20	Demons

AREA TABLE

D20 AREA

1	Abandoned outpost
2	Ancient tomb
3	Burrowed tunnel
4	Claustrophobic crawlspace
5	Confounding maze
6	Cramped chamber
7	Excavated mine

D20 AREA

8	Expansive hall
9	Forgotten library
10	Idle workshop
11	Inhabited outpost
12	Lofty bridge
13	Narrow staircase
14	Natural cave

D20 AREA

15	Plunging shaft
16	Precarious ladderway
17	Subterranean river
18	Twisting passage
19	Vile temple
20	Yawning chasm

SUBTABLES

D20	CONTENTS	ENVIRONMENT	ODDITY	DANGER
1	Abandoned supplies	Bubbling pool	Arcane symbols	Acid pools
2	Bloody trail	Chilling cold	Confounding puzzle	Ambushing foe
3	Breached doorway	Clinging webs	Enigmatic mechanisms	Approaching foe
4	Cracked terrain	Concealing mist	Esoteric architecture	Arcane trickery
5	Decrepit shrine	Corroded surfaces	Fleshy terrain	Broken path
6	Deep well	Creeping vines	Flourishing tree	Crumbling terrain
7	Dusty tomes	Dripping water	Ghostly apparition	Dreadful altar
8	Flaming braziers	Dusty air	Gigantic corpse	Fiery surroundings
9	Foul nest	Flourishing fungus	Hovering sphere	Flooded space
10	Fresh corpses	Glassy surfaces	Humming obelisk	Flowing magma
11	Makeshift barricade	Glowing crystals	Magic mirror	Hidden trap
12	Moldering tapestries	Luminescent spores	Mystical light	Icy surfaces
13	Mummified corpses	Mechanical whirring	Reversed gravity	Imminent collapse
14	Ornate sarcophagi	Oppressive heat	Sentient door	Imperiled adventurer
15	Remote encampment	Ragged scratches	Shifting architecture	Inhabited lair
16	Scattered bones	Rotting stench	Singing skulls	Ominous wardrums
17	Sealed antechamber	Skittering sounds	Swirling portal	Scalding steam
18	Toppled pillars	Slimy surfaces	Talking statue	Scrawled warning
19	Towering statues	Smoke-filled air	Unnatural darkness	Sealed doorway
20	Wandering adventurer	Stagnant pool	Unsettling laughter	Toxic fumes

SCAVENGING

When you ransack a cache of abandoned supplies, dig through the nest of a slain creature, examine the gear of a fallen enemy, or otherwise scrounge for loot, the *scavenge table* to the right can reveal what you find. Use this table for rummaging through something specific – if you are broadly searching an area, use the *search table* on page 10 instead.

Scavenging does not usually require a skill roll and should only take a minute or two unless some factor complicates things. If it takes longer, or if you scavenge more than once in an area, it requires a Stretch, and any active threats advance.

SCAVENGE

D10 SCAVENGE

1 **Unexpected danger.** Roll D4. 1: creature, 2: cursed item, 3: noxious spores, 4: trap.

2–4 Nothing of note.

5 **Supplies.** Roll D6. 1: bandages, 2: field ration, 3: fine clothes, 4: lockpicks, 5: quiver of arrows, 6: torch.

6 **Interesting item.** Roll D4. 1: key, 2: map, 3: strange device, 4: written message.

7–9 **One treasure card.**

10 **One treasure card**, and roll again.

SEARCHING

When you carefully inspect an area for hidden doors, concealed mechanisms, or other secrets, roll **SPOT HIDDEN**. Taking the time to search is risky – it requires a stretch and any active threats advance.

Resolve the **SPOT HIDDEN** roll as follows:

- ◆ **Dragon:** Roll twice on the table to the right and choose one result.
- ◆ **Success:** Roll on the table to the right.
- ◆ **Failure:** You waste time and find nothing of interest.
- ◆ **Demon:** You find nothing and are beset by a new danger, such as an ambushing foe or sprung trap.

If you know the specific location of a hidden item, you don't need to **SPOT HIDDEN**. If you know its nature, don't roll on the table.

TRAPS

The Breach is riddled with deadly traps engineered by both the current denizens and the long-dead architects of this place. If you encounter a trap, either as the outcome of a failed skill roll or as prompted by a random result, you can use the table below to reveal its nature.

SEARCH TABLE

D10 SEARCH (WITH A SUCCESSFUL SPOT HIDDEN)

- | | |
|------|--|
| 1 | Concealed foe – you are forewarned and have a boon on your first action against it. |
| 2 | Trap – to disarm, roll SLEIGHT OF HAND with a boon, then roll on this table again, ignoring this result. |
| 3 | Secret path – diverts to D4 new waypoints. |
| 4–5 | Hidden antechamber – roll for location details. |
| 6–8 | Hidden treasure – one treasure card. |
| 9–10 | Hidden vault – two treasure cards, and roll again. |

As both the GM and player of your adventure, you may occasionally have knowledge of a peril that your character does not. If the trap is not yet sprung, use **SPOT HIDDEN** to stay out of trouble. If you activate the trap and can respond, make a roll such as **EVADE** to avoid its effects.

If a trap causes you harm, check the *damage table* (page 5) to decide how much harm it inflicts. Or just make it moderate (2D6).

TRAPS

D20 TRAP

1 Acid spray

2 Arcane blast

3 Collapsing trapdoor
(new waypoint)

4 Collapsing trapdoor (pit)

5 Crushing walls

6 Entangling snare

D20 TRAP

7 Flaming spout

8 Flooding chamber

9 Piercing spikes

10 Poison dart

11 Poisonous gas

12 Ringing alarm

13 Rolling boulder

D20 TRAP

14 Shooting arrow

15 Spinning blades

16 Teleporting sigil
(new waypoint)

17 Unleashed foe

18+ Roll twice, ignoring this result

MISSION SUMMARIES:

THE REFORGED SHARD

I. THE CAPTIVE ORC

“The leader of a sect of demon cultists holds the World-breaker Shard, the tip of the abyssal spear that split this land and created the Breach. This power cannot stay in their grasp. Foul magics cloud their location from my sight, so ye must locate the shard through other means. Seek below a band of cultists transporting a prisoner – an orc named Gorum. Gorum knows the location of the cultist’s outpost and may serve as a valuable ally in the days to come.”

Threat: “A trio of goblin scouts plunder the Breach, looting ancient crypts and robbing any who wander across their path.” When the threat triggers, they spring an ambush!

1. **Plunging Path:** “A sloping corridor carries you into the oppressive depths of the Breach. Tread softly, lest ye wake the creatures of fang and wing nesting within the cracks and hollows of this ancient passage.”

2. **Charred Tomb:** "Fire long ago ravaged this once grand mausoleum. It holds five remaining sarcophagi amid piles of ash. Find ye a path through a door hidden within one of these coffins but disturb not the scorched dead nor the hidden trap."
3. **Unknown.**
4. **Unknown.**
5. **Fiendish Altar:** "The cultists take refuge here with their prisoner. My sight cannot glean their aims, but the bloodstained altar at the center of this chamber has seen countless deaths at the hands of those seeking parley with demonic forces. But I sense fear, hesitation in these cultists—they'll not die needlessly for their cause, I suspect. Free Gorum from their clutches."

2. THE CULTIST'S WARREN

"My gaze is fixed upon the cultist's subterranean outpost. There find ye Arioch, the devotee of demons who wears the Worldbreaker Shard as a medallion. Wrest it from them so we may remake its power for good."

Threat: "The chasm is restless. Magma churns below. Be quick, lest the Breach unleash its fury in your path." When the threat activates, flowing magma bursts into the scene, causing chaos!

1. **Stone Maw:** "This great earthen visage is twisted and warped by time and the chisels of cultists, evoking a fanged monstrosity whose gaping maw presents your entry point. I see blood dripping from those wicked fangs, but I cannot say if this vision is real or prophetic."
2. **Unknown.**
3. **Unknown.**
4. **Fool's Crossing:** "This crumbling bridge spans the breadth of the rift. Below, a river of magma belches smoke and fire. A small band of orcs encamp on the near side of the bridge – a barricade manned by cultists lies on the other. The orcs siege the bulwark but take no ground. There must be magic at work to repel these skilled warriors so handily."
5. **Shadowed Courtyard:** "Beyond a ruined gate lies a courtyard fronting an ancient stronghold. Scores of cultists dwell within that fortress, but ye've no need to take a direct route. Instead, descend the well into the tunnels below."
6. **Ratways:** "These stifling tunnels afford little room for mistakes. Heed not the voice calling ye to refuge, for it speaks only lies. Follow the silent darkness, and into the cult's black heart ye will emerge."

7. **Ritual Chamber:** "A wide pit occupies the center of this room, surrounded by scrawled, fiendish symbols. Steam rises through the pit from the magma below, clouding the space in sulfurous fog. Arioch and a pair of cultist priests lair here, in the midst of some vile ritual. Seize the shard and make haste to return."

3. THE MAGE'S REFUGE

"A wizard of repute once dwelt within the Breach, studying the fiendish origins of the rift. Decades have come and gone since the mage's demise, and their tower lies abandoned. Venture there and retrieve an artifact more than useful to ye: a pair of calling stones, to bind yer soul to the surface should you have the need."

Threat: "A troll once called this mage friend and has protected the tower for centuries. With the conjurer's death, the guardian wanders the Breach and hunts those who seek its long-dead companion's wealth and wisdom." When the threat activates, a lumbering troll finds you!

1. **Moon Door:** "To access the tower from the vault, step ye not into a passage, but through the illusionary wall marked with a crescent moon."
2. **Petrified Arboretum:** "Trees of brittle stone stand in maddening formation in the tower's arboretum. Find a path through and heed not the whispers of the trees—the dryads who once dwelt within have long since become something... else."
3. **Unknown.**
4. **Peering Walls:** "Not often does the Breach gaze back at me, but I see eyes beyond counting peering out from stone flesh. Look not into their fiendish glare, or risk your mind."
5. **Unknown.**
6. **Maddening Orrery:** "Once, the mage used this confounding device to chart the flux of the heavens themselves. Now, its mechanical whirring and grinding gears represent nothing more than an obstacle – traverse the machinery or disable its movements."
7. **Endless Stair:** "A spiraling ascent leads ye to the top of the mage's tower. Arcane trickery be at play here, trapping the unwary in an infinite climb. Keep yer wits about ye, and avoid the still-shambling remains of less fortunate adventurers..."
8. **Mage's Study:** "The laboratory and library of the mage lie shrouded in darkness. The mage's corpse lies within, the last vestiges of their magic still warding off intruders. Take only what ye've come for: the calling stones which will be your salvation."

CALLING STONES

These two stones are inexorably linked. Ingolfr asks to keep one in the nameless chapel, while the other remains in your possession. When you speak the activation word, your stone instantly returns you to

the Chapel. After teleporting, roll a D6. On a 1, the calling stone cracks, and its power falters – it will only function one more time before crumbling to dust.

4. THE SOUL TREE

"The rains are unrelenting, and we are awash. Follow ye the floodwater's path into the Breach – to the very boundary of life and death. There grows the Soul Tree. We've need of its enchanted sap."

Threat: "Tortured spirits follow the same path into the underworld. I sense one familiar to you. Whether it seeks absolution or revenge, I can't say." When the threat activates, a ghostly menace appears!

1. **Streaming Stairs:** "Mind the perils of this spiraling stairway – muddy runoff rushes down the slick stone in a torrent."
2. **Flooding Chamber:** "The water here waits for no one. Your only escape is through a trapdoor, operated by hidden mechanisms. Be wary of what lies below."
3. **Unknown.**
4. **Unknown.**
5. **Maze of Lost Souls:** "Rivulets of floodwater course through this labyrinth. I see a minotaur of great strength and stubborn pride, lost and enraged, searching for something eluding him. Living skeletons dwell here too, wayward souls refused passage by the ferryman and doomed to wander the maze."
6. **Wailing Shore:** "Floodwater gathers and forms a river, emptying into a mist-covered lake within a boundless cavern. The Ferryman, a being of many names, will guide ye onward – for a price."
7. **Acheron Isle:** "Upon this lone isle stands mounds of bones and a lone, luminous tree. Gather blood-red sap from the heart of that tree, then use the calling stone to return to the chapel. Beware the Raven Sisters – two undead harpies with moldering wings and corrupted hearts. They abide no living trespasser on their isle."

5. THE ORC'S FORGE

"We must reforge the Worldbreaker anew – into a weapon of light. It shall be cast in the fires of the Breach and quenched in the blood of the Soul Tree. Orcs of Maladûk have an outpost in the molten wastes. There dwells Gorum, who serves his clan as a talented weaponsmith. Seek his aid, and ye shall wield a mighty weapon against demonkind."

Threat: "Demon cultists hunger to recover the Shard, wielding magic and cunning to hunt you down." When the threat activates, cultists attack!

1. **Iron Ladders:** "Great iron rungs – plunged into the stone of the Breach – serve ye as a descent into the depths. I see the chittering shadow of many limbs and eyes hungering for prey – climb quickly to avoid the spider's hunt."
2. **Unknown.**
3. **Sulfurous Tunnels:** "Beware the blasts of superheated steam from molten pits below. I know not what dwells in the scalding fog, but ye shan't be alone."
4. **Goblin in the Pit:** "A bloody skirmish between orc and cultist leaves a goblin the sole survivor. They lie injured at the bottom of a great pit. Find them, earn their trust, and ask about the treasure hidden ahead."
5. **Unknown.**
6. **Unknown.**
7. **Molten Wastes:** "Veins of magma gather, pooling in pits and undermining your path. It is here that orcs and goblins guard their outpost, striking out in search of some artifact for Maladûk. The orc smith Gorum dwells here, and by his hand shall the Worldbreaker be remade – though I expect he'll not do it for free."

WORLDBREAKER REFORGED

Remade as a weapon of your choosing, Worldbreaker inflicts 2D8 damage, or 3D10 if wielded against a

demon. The bearer may make a WIL roll as a free reaction to nullify any demon attack made against them.

BEYOND THE BREACH

When your missions are done, you can use these guidelines and tools as a foundation for a new solo campaign – within the Breach or in other realms. You'll find an array of random tables, locations, and NPCs elsewhere in this booklet and future *Dragonbane* supplements, many of which can be repurposed for solo adventures.

"Ye've done well," Ingolfr says, a rare smile creasing his lupine features. "Just as I foresaw." The old wolfskin taps his stone eye with a clawed finger. "The eye never lies. Mostly."

"But I've dire visions of troubles elsewhere," he continues, "and ye bear a mighty weapon against the demon menace. What say ye? Up for a journey?"