

Solo A Module

Being able to play a classic module enables you to share in the collective culture. Running solo can test your ability to not metagame, but that is all part of the challenge and fun.

1. Read the module end to end.
2. Prepare a basic flowchart of events that MUST happen for the module to work
3. Organise the module into scenes that you are going to play
4. Arrange the scenes on to post-it notes so you can re-order play if your solo game goes off the written plan.
5. Play each scene but use established (published) facts where you can, rather than the oracle.
6. If the module has an expected power level, such as 6-8 characters of 1st to 3rd level, calculate the average total levels (7×2) becomes 14.
7. Place yourself as the top of the power level, so 1st to 3rd would be 3rd level.
8. Divide the average power level by your level and round down. $14 \div 3 = 4$.
9. Divide all numbers of monsters encountered by this number (4). All fractions you round up. So 5 goblins would be 2 ($5 \div 4 = 1.25$, which becomes 2).
10. Divide all treasures by 4.

