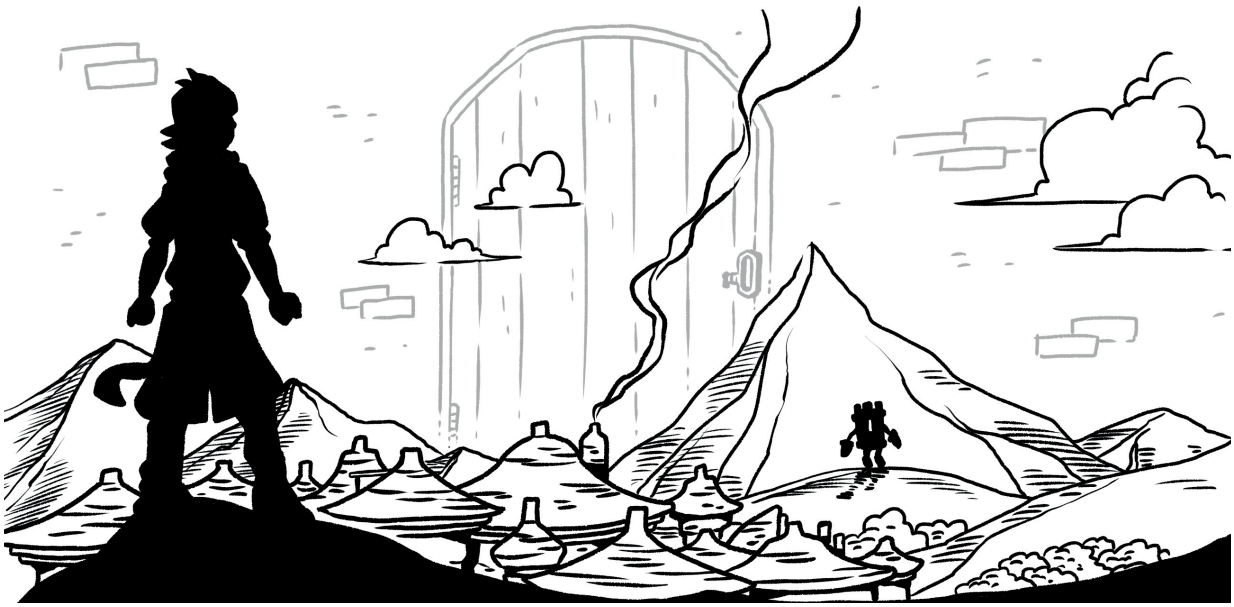
COLOSTLE

# THE LOCKED ROOM

## FREE INTRODUCTORY SOLO RPG MODULE



Colostle is a Solo RPG game where you keep a journal of your adventures through an impossible land. The Colostle is a castle so huge that there are continents and oceans within its rooms. Everything takes place within the Colostle, there is no outside.

Patrolling the rooms of the Colostle are deadly, massive walking castle towers known as Rooks. They are tough to take down but the rewards can be bounteous. The Rooks are creatures you will find yourself battling from time to time as you explore the Roomlands of the Colostle and tell the epic story of your character.

This introductory module takes place in one of the rooms of the Colostle, but this room is small and the people within it have been cut off from the rest of the Roomlands because the grand door that leads out into the rest of the world is locked.

Within these pages are a guide to create a basic character in one of the four classes available in the main game and then a structured adventure to introduce you to the experience of playing Colostle. If you complete this quest and want to continue playing you will need the main rulebook.

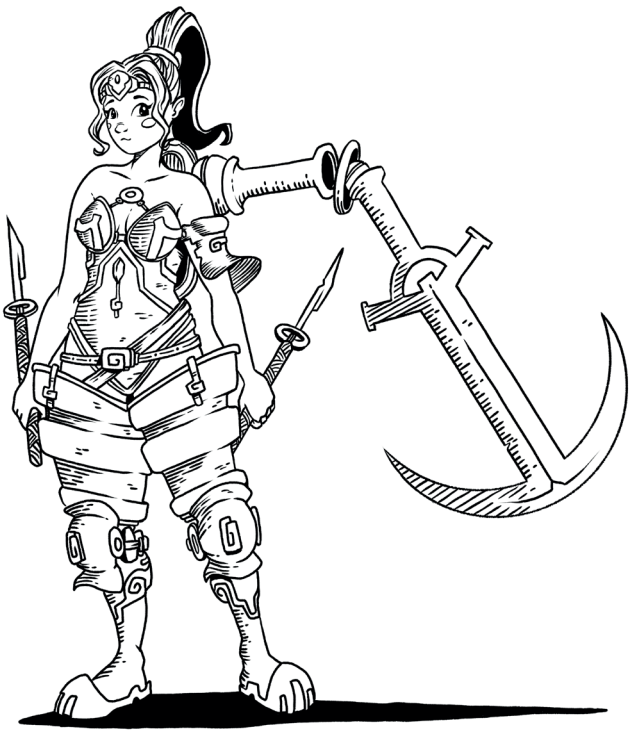
**HOW TO PLAY**

Colostle requires a journal or notebook to write your adventures in, and a standard deck of playing cards to determine what happens to your character on their adventures.

Your adventure is split into EXPLORATION phases, or 'days'. Each EXPLORATION phase you draw the number of cards equal to your characters EXPLORATION score (next page). You then check these card draws against the Encounter Table to see what your character discovers this day of adventuring. Then it is up to you to weave and combine these 'prompts' into a story of what happened to your character that day. You can combine them in anyway you like to tell an interesting story! In the main game there is a COMBAT system as well, but you won't be fighting in this module.

The prompts in the Encounter table and the rules overleaf will explain what your overall goal is for this module, but how you choose to combine your prompts and tell your story is completely up to you! The rules and prompts are there to guide you, but your adventure is all yours!

## CHARACTER CLASS
# THE ARMED



EXPLORATION SCORE - ■■■□□

**The Armed quite literally have an arm from a Rook connected to them via a complex ritual, attuning its intention to them. The Armed are proficient in melee combat and are highly capable adventurers. They are warriors. An Armed adventurer could have any type of arm; a blade, a hand, a cannon, a strange machine the user doesn't yet understand. If the arm has a hand or the ability to hold items, it can be used to carry an additional weapon if you have one.**

To create your Armed character have a look at the prompts below and use some of them to inform your character and why they are heading out in search of adventure.

- Are you a hunter who felled their first Rook and wish to wear the arm as a trophy?
- Does your village or clan fit Rook arms to their children to equip them for the harsh life of living in the Colostle?
- Did you lose a limb of your own in a battle when young and have the Rook limb fitted as a replacement?
- Is the Rook arm a family heirloom passed down your family line when the previous owner falls in battle?

**EXPLORING THE LOCKED ROOM**

The 'Locked Room', as the people of your village call it, is a small room when compared to the rest of the Colostle, but is still massive compared to a small village of people. Your village assumes there is a whole world beyond the massive locked door that towers on the horizon, visible no matter where you stand.

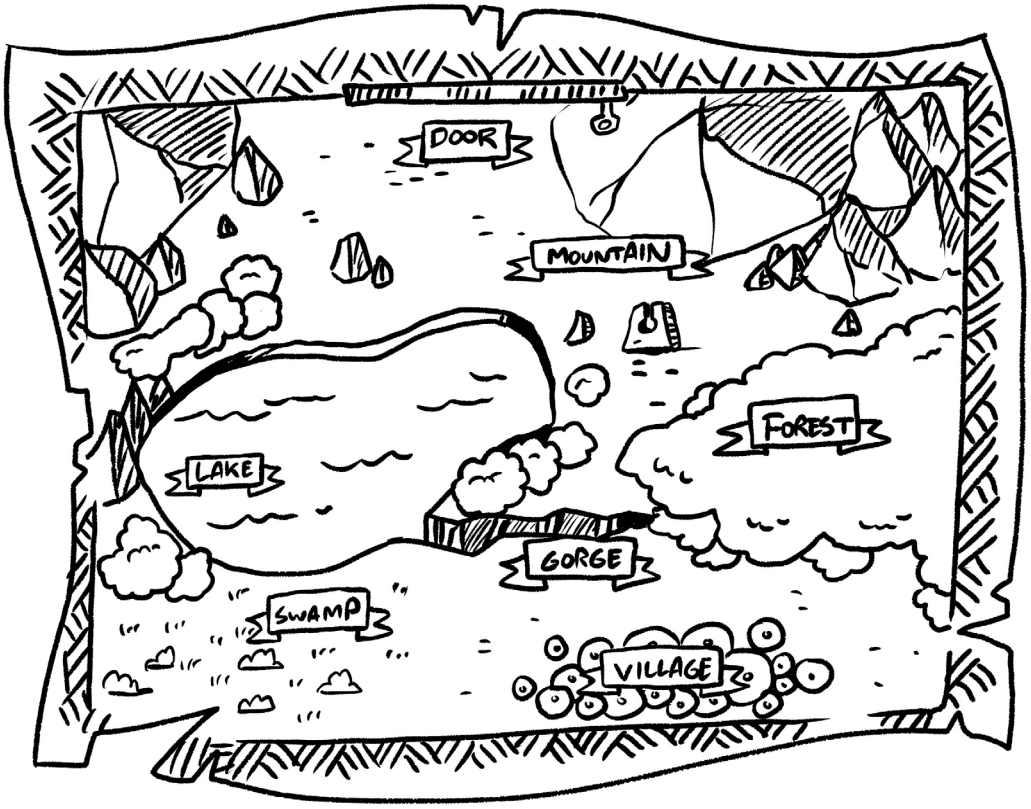
But for one reason or another, you have had enough. You are keen to see what is beyond that door, what the rest of the world has to offer. You are setting out on a quest that many from your village's past have tried before... to unlock the door and leave the room.

Using the class information above, create your Armed character. They can look however you like with any kind of weapon or arm you can imagine. Then you will want to create a back story for your character and some characteristics. Why are they heading out on this adventure? What kind of person are they? Ask yourself these questions and write a full profile of your character. Then you're ready to head out and explore this Locked Room.

Each Exploration phase or 'day' you will draw 3 cards (Your EXPLORATION score) and check them against the Encounter table overleaf. Use those prompts to weave a story that describes what your character achieves that day. Obviously you have a specific goal in mind, so you can interpret those prompts in a way that helps you get closer, or perhaps brings up some challenging obstacles to get past. Whatever works for your story.

But watch out for the Rook. The Locked Room contains one Rook, a fearsome towering walking stone tower that has wandered the Room for generations, no one has ever taken it down, and you are in no position to either, at the moment. Your quest will take you across the whole of the Locked Room, and you may meet the Rook a few times on your journey. You must think creatively to get around and avoid this massive menace.

## MAP OF THE LOCKED ROOM




This map is just to give you an idea of how the Locked Room might be laid out. As you explore and draw your own prompts from the table below, you can create your own map of the Locked Room

## ENCOUNTER TABLE

| CARD DRAWN | ♦ RED CARD ♥ | ♠ BLACK CARD ♣ |
|---|---|---|
| **ACE** | You find a dead body, there is a treasure on their person. | A long dead husk of a Rook. Inside you find a treasure! |
| **2** | Wild animal attack! | The wind kicks up, a storm is coming. |
| **3** | You must choose between a rocky gorge or a dense forest. | You are hungry, you'll need to find food soon. |
| **4** | An ancient ruin, adorned with mysterious glyphs. | You hear a scream! |
| **5** | You meet another person, far from your village. | You see the Rook from afar, you mustn't head in that direction. |
| **6** | You fall into a trap! | Bandits! You've heard of these people, preying on travellers... |
| **7** | The only way on is through a cave in a cliff wall. | Fog rolls in, your visibility reduces to basically nothing. |
| **8** | A misty swamp lies ahead of you. | A small of copse of trees. |
| **9** | Rain starts to fall, you'll need to find shelter. | You meet another person, far from your village. |
| **10** | You are hungry, you'll need to find food soon. | Wild animal attack! |
| **J** | A massive lake, a small rowboat rests on the beach. | You meet a cliff. You can either climb it or go around. |
| **Q** | The Rook! But it hasn't seen you... you must hide! | The Rook! It's seen you! Run! |
| **K** | The Rook! It's seen you! Run! | The Rook! But it hasn't seen you... you must hide! |

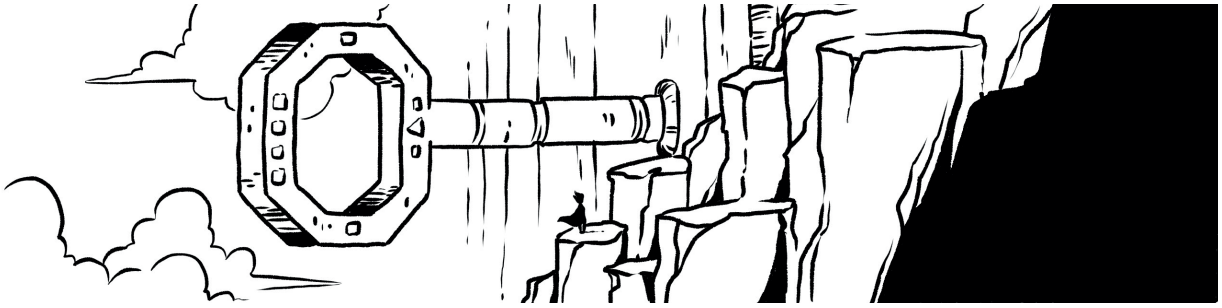
When you have completed 5 Exploration phases you can decide to have reached the mountain to the north that rests up against the wall of the room that the Door sits within. If you want to climb the mountain and attempt to reach the Great Key in the lock of the door then you must draw cards against the Mountain Encounter Table below. It will take 2 Exploration phases to climb the mountain. When you have completed these 2 Exploration phases, read the text below the Mountain Encounter Table.

## MOUNTAIN ENCOUNTER TABLE

| CARD DRAWN | MOUNTAIN PROMPT |
|---|---|
| ACE | The Rook is following you up the mountain! It's distant for now but its bound to catch up with you... |
| 2 | A Rockfall! Huge boulders start to tumble down from higher up your climb! Take cover! |
| 3 | You find a dead body, there is a treasure on their person. |
| 4 | A flat area sheltered from the wind... you could rest here. |
| 5 | Lightning strikes a rock nearby - a storm has come. |
| 6 | A huge skull rests in the side of the mountain... it must be the size of your whole village! |
| 7 | You see the Rook, climbing the mountain too. It's up here with you... |
| 8 | You are hungry, you'll need to find food soon. |
| 9 | A sheer face of rock ahead of you... you will have to climb... |
| 10 | The wind whips up, blowing dust and small rocks at you... |
| J | There's someone else up here, they are weak but they can walk. Maybe they can help you? |
| Q | You see the Rook. It's close. You'll have to move quietly to not be noticed by it... |
| K | The Rook is upon you! Smashing rocks in its path it lumbers toward you... |

You have reached the top of the mountain, and there before you, an outstretched arm away is the Great Key in the huge lock of the massive Door, the door that leads out of the Locked Room. The Key is massive, a few people could easily stand inside the hoop that forms the handle of the key, or walk along the shaft like a bridge.

It is now up to you to come up with a creative solution in your story to turn this massive key. This is a creative and narrative puzzle for you and your character to solve. If you like you can use card draws to dictate if your ideas succeed or fail, red cards are a failure, black cards are a success. If you come up with a solution, turn the great key and then read the final piece of text at the bottom of this page.



The Great Key turns and you hear a deep 'clunk' within what sounds like the bowels of the mountain, but you know it to be the great lock of the Door. And immediately following that sound the impossible sight of the door popping open greets your eyes. A massive slab of colossal proportions groans and moves aside in front of you creating a passage through to the other side... light of another land pours through the doorway and your character is stunned by an astonishing sight...

**CONTINUE YOUR ADVENTURE IN COLOSTLE: A SOLO RPG ADVENTURE!**

**www.colostle.com**