

# Shadowdark Solo 007

## AUGMENTED IMAGINATION with Shadowdark SOLO

Continuing my step-by-step example of using the new Augmented Imagination framework for Solo or Co-op play, this time with Shadowdark and a party of three adventurers and playing a Pre-Written Scenario I haven't read at all yet.



All documents about Augmented Imagination, including the FREE Rules PDF and lots more Actual Play examples can be found from the <https://iGM4u.com> website, under the heading Augmented Imagination.

### Augmented Dungeon-Crawling Procedure

1. Describe the Party's actions and intentions
2. Read some of the Area description
3. Distil the nature of the Area's Challenge
4. Play out the Scene
  - a. If it makes narrative sense, stick to the Always-On Initiative mechanism
  - b. Because I often take breaks, or spend time setting up the VTT scenes, I don't want to use the real-world 1-hour timer for Torches. Instead, I'll make a 1d6 roll at a critical point in every Scene to see if the Torch goes out.
  - c. If there's no reasonable way to determine Success/Failure, I'll try outlining some possible Outcomes and then making a Check
5. Check for an Immediate Additional Scene
  - a. Additional Scenes are **LIKELY** to be replaced with Random Encounters (I haven't read enough of the scenario to know if there are wandering monsters, but if there's a table, I'll use that)
6. As this is a perilous environment it will be 50/50 whether we can get a Short Rest and Unlikely we can get a Long Rest undisturbed. During a Rest (8 hrs + Rations in Shadowdark), I'll give myself the option of a Social or Knowledge Scene if I want one, but with the risk of rolling for Scene Focus and rolling for an Additional Scene afterwards. If **implausible** Social/Knowledge scene details arise, I'll swap them for Combat scenes!

### Last Time...

- Our 2<sup>nd</sup>-level heroes – Kaylid the Desert Rider, Ferula the Witch/Priestess & Duthor the Thief ran into a Stone Cobra Guardian at the bottom of some stairs that seems incredibly tough.
- Felura decided to risk summoning the Black Pudding/Mummy using a ritual she'd discovered among the possessions of the Priest of Set – Gazali. She failed to get the ritual right and they had to fight the acid-dripping Mummy all over again.
- Duthor tried to use a magical Lightning Trap but ended-up killing Furioth (an NPC they were "rescuing") and knocking out Felura. At least he ALMOST killed the Mummy too and Kaylid managed to finish it off.
- Felura is now stable, just needing to roll a nat20 to wake up.
- Unfortunately, they get disturbed IMMEDIATELY by SOMETHING ELSE!

## SCENE 01 – What New Hell is This!

Here are a few things I thought MIGHT be the new disturbance...

1. The Black Pudding/Mummy hasn't been set on fire yet as they are too focussed on looking after Felura and recriminations about what went wrong. The sacrifice (poor Furioth) HAS just been killed, so maybe it becomes fully healed and rises up again?
2. Gazali's corpse was just tipped into the nearby pool. Perhaps the magical discharge is enough to make it rise as...
  - i. a Zombie (in Plate Mail)
  - ii. a Zombie (in Plate Mail) with his Priest Spells
  - iii. a Shadow
  - iv. a Shadow with his Priest Spells
  - v. a Ghost
  - vi. a Wight
3. Perhaps the Cobra Guardian manages to squeeze up the stairs after all. The scenario suggests that it can't, but it's now had some time while they were busy with the Mummy and now concerned over Felura.
4. Perhaps a servant of Gazali (some sort of body-guard warrior) is coming (When I re-read the earlier session, I noticed I rolled to determine he brought a Servant with him and then forgot about it when I imagined the Furioth (his Prisoner/Sacrifice))
5. There are 12 statues of Serpent Men warriors decorating the halls. Perhaps one or more of them is about to animate (as a result of all the magic that's been flung around)
6. Something ELSE???

I rolled 3. It's the Stone Cobra Guardian. Somehow unnoticed, it has dragged itself up the stairs from below, avoided sliding down again when it reaches the third step and turns the stairs back into a ramp. Perhaps it was the sound of the trap triggering that makes our heroes snap around to look back at the stairs!

### Step 1. Describe the Party's actions and intentions

Each round, I'll roll to see if Felura wakes up. Any new damage she takes will start her DYING again. The thing will start trying to wriggle free of the doorway DC12 DEX Check at the start of its turn. While trapped, attacks will be at Advantage against it and its attacks will be at Disadvantage.

### Step 2. Read some of the Area Description

#### THE STONE COBRA GUARDIAN

**Stats:** As an ogre in heavy armor

**Appearance:** a stone cobra-headed knight clad in carved armour. It wields a huge, dented sword in one hand. Its other hand is empty when combat begins.

**Wants:** to protect the rest of the Tomb of the Serpent Kings and kill any interlopers

**Armor:** as plate, **Hit Dice:** 6, **Move:** normal, **Morale:** 12, **Damage:** see Attacks below

The Stone Cobra Guardian cannot fit up the **18: STAIRS**.

**Attacks:** Each round, the Stone Cobra Guardian can perform one of three attack patterns:

**Shield Draw.** The Guardian calls to a shield attached to the wall of the arena. The shield deals d6 damage (Save to Dodge negates) to any creatures between it and the Guardian. The Guardian holds the shield in its empty hand, granting it +1 Defense. The shield can be sundered as normal (reducing incoming damage by 1d12 and destroying the shield).

**Leap and Slam.** The Guardian leaps into the air and slams down 5'-20' away from its starting position. It will not land directly on creatures, but any adjacent creatures take 1d4 damage. Save negates. Creatures that take damage are knocked prone.

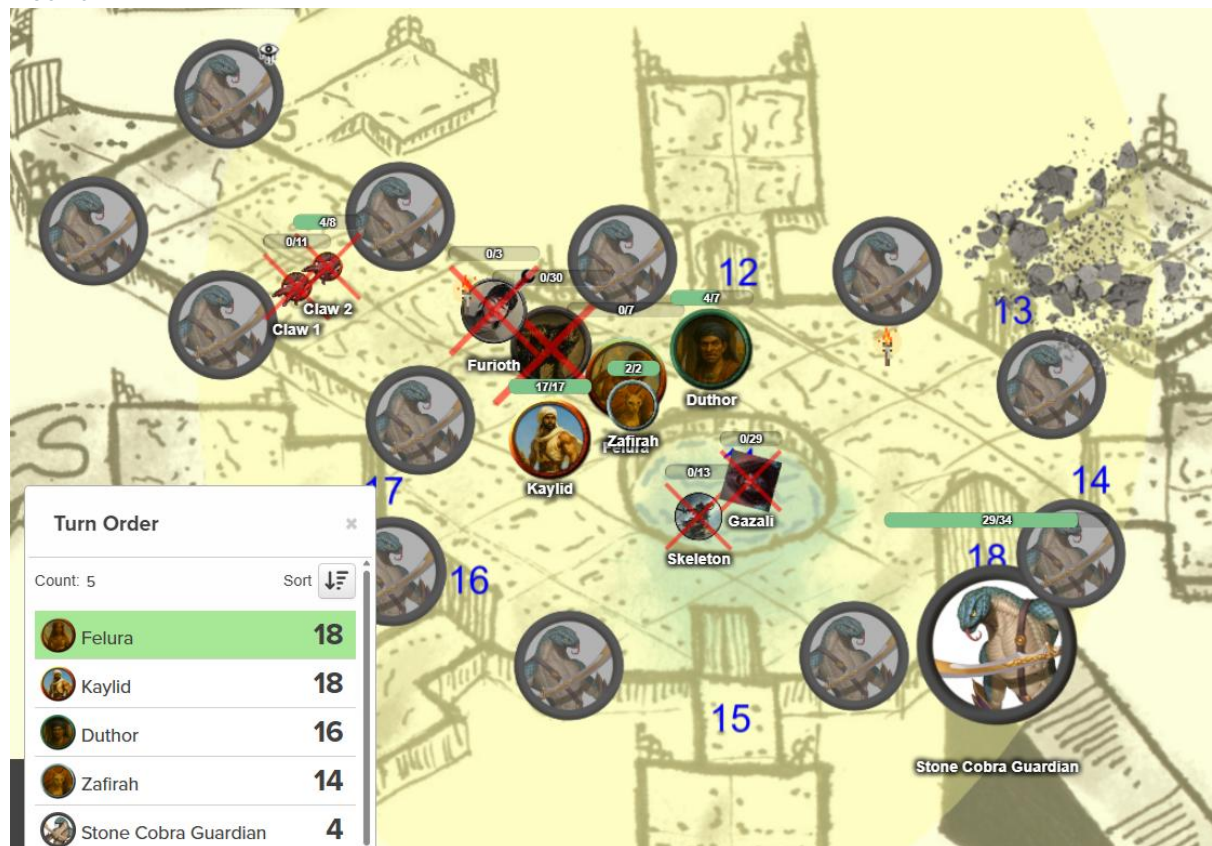
**Twin Slash.** The Guardian swipes at two targets with its sword. The targets must be on the same facing (front, left side, right side, or rear) and must be adjacent to the Guardian. The Guardian rolls a normal attack against both targets separately, dealing 1d8+Strength bonus damage on a hit.

### Step 3. Distil the nature of the Area Challenge

Combat and trying to get Felura out of danger.

### Step 4. Play out the Scene

Round 1



At least Initiative rolls went our way!

**Felura** rolls 16 and continues to sleep.

**Kaylid** will CHARGE at the thing while it is still stuck, attacking with Advantage and shouting at Duthor to get Felura out of danger.

Kaylid Long Spear (+4, Advantage) = **10** & 9 **LUCK TOKEN** to re-Roll 8 & 9. **Still a Miss.**

He manages to back off a couple of squares afterwards, just out of reach unless it pulls free.

Duthor is probably feeling guilty about what happened with the Lightning Trap, he'll be tempted to try and save the day by finishing off the monster with a spectacular BACKSTAB [*I'll let it count as the thing is stuck*]. I'll give him a WIS Check DC12 to obey Kaylid instead. He fails with a 5 and Duthor picks up Felura's dagger and runs in.

Duthor Dagger (+4, Advantage) = 7 & **15** Hits for 2 + 1d4+3d6(13) – 15 damage

The Cobra is half-killed, 14/34HP. Duthor backs off a couple of squares too.

**Zafirah** yowls with frustration and worry and stands over Felura's body ready to defend her mistress to the death.

The Cobra Monster tries to wriggle free. DEX (-1) DC12 = 1.

## Round 2

**Roll 1-in-6 chance of Torches going out = 2**

**Felura** rolls 1, still asleep.

**Kaylid will repeat his charge and back away.**

Kaylid CHARGE Long Spear (+4, Advantage) = 5 & **20** Hits for 10, doubled to 20 and kills the stone monster. I THINK that was his THIRD Charge of the Day, so he can't do it again.

Does it crumble so the way downstairs is free?

Ask the Bones Likely: 9 (**6,3,2**) Yes

## Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

Phew! Felura will wake up (with 1HP) in time to stop Kaylid from strangling Duthor "You were supposed to get her away from that thing!"

I think they will remember to try burning the body of the Mummy this time and use up two torches, leaving just Kaylid with one. As the light from the burning Mummy fades away, they will back out to the surface. Furioth's body will be brought outside for burial with Duthor being left to raise a cairn over it. "Well... YOU killed her, you can bury the poor woman."

They really need a full rest before they go back in there (to reset HP, Kaylid's CHARGE ability, Duthor's Fingernail and Felura's Shadowdance spell).

I'll give them each 1XP for the clever idea of using the Mummy against the Statue, even though it worked out badly 14/20 XP.

Do they get a Rest?

Ask the Bones 50/50: 9 (5,4) Yes

I think that leaves them with 5 rations on the Camels, and still each carrying their own 3 days worth. Still 5 Fodder left for the mounts (although there are 4 mounts now) because they are grazing here at the Tomb entrance.

Duthor's cursed fingernail grows back during the Rest and he has to make a DEX Save to avoid scratching himself. He gets a **CRITICAL SUCCESS**, so I'll say he remembers to wrap the hand in bandages before sleeping.

## SCENE 02 – New Arrivals

I'm going to risk another random Scene in the morning as Felura will try to complete the third Romance attempt. As well as seeming narratively fitting after that near-death experience, it may mechanically give Kaylid and Felura a Luck Token. As it isn't part of the pre-written scenario, I switch back to the Augmented Imagination basic Scenes process...

### Step 1. Select a Chosen Focus

SOCIAL, hoping to choose Romance

### Step 2. Roll for Scene Focus

COMBAT
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You don't always get what you hoped for!

### Step 3. Roll or Choose Scene Details

COMBAT Scene: RESCUE - Either YOU are rescued by, or you have the chance to rescue, an NPC or NPC party. 'Identify a Target' then choose or roll a Motive for the enemy.
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1. Could be Faruk & Abdul (or just Abdul?), dragging Kaylid's Mother with them to force Kaylid to surrender the Camels and any loot they've found in order to RESCUE her.
2. Could be Abdul and a few cronies coming to kill and rob them with Uncle Faruk coming to the RESCUE!
3. Could be servants of Gazali coming to look for the Priest, either with another Prisoner, or too many of them and then somebody else turns up to RESCUE the party (Faruk? Servants of some other Priest?)
4. Could be some criminal contact of Duthor's who he let slip the location to (perhaps Duthor's friend is being forced to lead the gang here so he's the one needs a RESCUE?)
5. Could be Undead Gazali rising from the Pool and raising Furioth from her cairn (so they can RESCUE Furioth)!
6. Gazali's Ghost needs RESCUE from the terrible curse of the Tomb? Not thought through the details of this yet. Will do if it is the result.

I rolled 3. **Servants of Gazali** coming to look for the Priest...

1. with another Prisoner
  - i. A seer forced to reveal Gazali's location
  - ii. Another commoner brought as a Sacrifice
2. or too many of them and then somebody else turns up to RESCUE the party
  - i. Faruk (perhaps they hired his camels urgently and he got suspicious)
  - ii. Servants of some other Priest of Set
  - iii. A Demon summoned by some rival Priest of Set
  - iv. Undead Gazali emerging from the Tomb
  - v. Ghost of Furioth (angry at the ones who gave her to Gazali)

I rolled a 2 and a 5, so it's a large party and our heroes are likely to need rescuing. The RESCUE is going to come from the Angry Ghost of Furioth.

### Step 4. Play out the Scene

I'll imagine a group led by a Ras-Godai called Tariq Assam (a Desert Assassin similar to "Abdul" from Session 1). He has a group of half a dozen warriors (bandits). They probably accompanied



Gazali to the edge of the mountains and waited for him to return. They've now managed to track his camel here.

Furioth probably told our heroes about this group but assured them that Gazali had kept the location and nature of the Tomb a secret, so they had never expected the gang to be able to find them. Furioth had probably been looking forward to pressing charges against the gang when she returned to Khemi and watching them all hang for her abduction.



## Round 1

	Duthor	22
	Kaylid	21
	Zafirah	12
	Furioth	12
	Tariq Assam	11
	Felura	7
	Bandit (1)	4

I'll say the bandits are sneaking up, hoping to get an Assassinate chance for Tariq.

Because of Kaylid & Felura's distraction with each other and Duthor's guilt over the death of Furioth, it will take a Wisdom DC15 to spot the stealthy approach.

**Duthor** Wisdom (+0) = 6. Fails

**Kaylid** (+1, Advantage for being a Scout) = **18** & 13. Succeeds.

He'll gesture to the others that there is trouble coming, then snatch up his spear and start to move into the bushes to get a look at the road.

**Zafirah** will sneak into the bushes and hide.

Zafirah Dex (+4, Advantage) = **19** & 12. Succeeds.

**Furioth's Ghost** senses the arrival of the gang that originally kidnapped her and she rises silently from her shallow grave. *I decided to NOT give it immunity to silver/magic as that would make it indestructible!*

*A wavering spirit with a face contorted **in rage** or sadness.*

**AC** 13, **HP** 27, **ATK** 2 death touch +5 (1d8 + life drain) or 1 possess

**MV** near (fly), **S** -2, **D** +3, **C** +0, **I** +0, **W** +0, **Ch** +4, **AL** C, **LV** 6

**Greater Undead.** Immune to morale checks. ~~Only damaged by silver or magical sources.~~

**Life Drain.** 1d4 CON damage. Death if reduced to 0 CON.

**Possess.** One target, close range. Contested Charisma check. If ghost wins, it inhabits the target's body and controls its actions for 2d4 rounds

**Tariq** will sneak up with Stealth to behind the big rock.

Tariq Dex (+2, Advantage) = 4 & **22. CRITICAL SUCCESS.**

The Assassin vanishes stealthily into the bushes and will be able to use Assassinate on his next action.

**Felura** will cast her usual illusion of Duthor and have him peering out from behind a bush just beyond the camels to draw enemy attention.

Felura Shadowdance (+5) DC11 = 16. Success.



**Bandits...**

**Bandit 1** moves up 30ft and shoots at the illusion of Duthor. Hits but it does no damage.



*Not sure whether being touched by an arrow will shatter the illusion. I think I'll give Felura a Focus Check to maintain the illusion. She gets 18 and the illusion barely shimmers.*

**Bandit 2.** Moves up 60ft.

The remaining bandits move up 60ft.



## Round 2

**Duthor** will head south into the bushes, close enough to see the illusion of himself. He glances over to Felura and groans. "Do you have to make me look like such a creep!"

Duthor Sling (+4) = 16. Hit's and kills Bandit 4.

**Kaylid** CHARGES through the bushes to try and skewer Bandit 3.

Kaylid Long Spear (+4) = 14. Hits for  $5 \times 2 = 10$  damage, killing Bandit 3.

**Zafirah** lurks.

**The Ghost of Furioth** will head for the trailing bandit (as Tariq managed a Critical success on his Stealth, I'll say she isn't aware of him yet).

She's just too far away to close and strike. Will she Possess?

Ask the Bones 50/50: 5 (3,2) No

She closes with the Bandit shrieking in rage but can't attack this round.

**Tariq** will make an Assassination attempt against Kaylid!

Tariq. Tulwar (+3, Advantage) = **23** & 16 **CRITICAL SUCCESS**, 10 damage, doubled to **20**!

Kaylid falls. He went from 17 to zero HP in that one surprise attack!

**Felura** screams and runs over to try and cure him but is just too far away. Ignoring Tariq, she kneels next to Kaylid's body preparing to cast Cure Wounds next round.

**Bandit 1** attacks Furioth with his club. He hits and does 4 damage but will then realise the thing is unnatural and curses in terror.





**Bandit 2** will attack the Duthor Illusion and discover it fades to nothing.

**Bandit 5** will try to club Felura into unconsciousness (non-lethal) as she would make a very valuable prisoner.

Bandit 5. Club (+1) = 2 **CRITICAL FAILURE**. He trips in the bushes and does himself 1 damage.

**Bandit 6** will try to help fight the ghost. He runs around behind her to get Advantage from Flanking.

Bandit 6. Club (+1) = 2 & **17** hits for 2 damage.

### Round 3

**Duthor** will stab the bandit who tripped with his fingernail. He gets Advantage & additional Backstab damage if he hits.

Duthor Fingernail (+4, Advantage) = 22 & **23**. For 13 physical damage, no need to worry about the poison.

**Kaylid** gets his first chance to roll a 20 and wake up. Gets 6. Now rolls 1d4(+1 for his Con) = 5 for his Death Timer. 4 rounds left.

**Zafirah** will launch herself at Tariq, to give him Disadvantage on his next action.

**Ghost of Furiath** could Death Touch or Possess. Death Touch seems most likely and efficient.

Will she use Death Touch?

Ask the Bones Likely: 10 (**5,5**,1) Yes

Death Touch (+5) = 24, for 3 damage and drains 2 CON.

Bandit 1 squeals as he feels the life force draining from him.

**Tariq** more than half his forces are down and there are horrified screams coming from the two bandits with the Ghost, so I'll give him a Morale Check.

Will he flee and save himself? If I get a "Yes But" he'll stab Kaylid before he goes. Or on a "No And" he'll kill Zafirah with a free attack!

Ask the Bones Likely: 9 (**6,3**,1) Yes

He runs away, calling for his surviving bandits to follow.

**Felura** Cure Wounds (+5, Advantage) = **16** & 7, curing Kaylid for 10 HP.

With a gasp, Kaylid snaps back to consciousness and sees the concern on Felura's face, sufficient that she left herself open to an almost certain attack from Tariq! Got to be worth a Luck Token.

### Bandits...

Bandits 1 & 6 take off after their boss.

Bandit 2 won't want to run closer to the Ghost, so will head off south through the bushes.

## Round 4

**Duthor** could either sneak away and hide or try to apologise to the angry ghost for having killed her by accident. He'll go for sneaking away.

Duthor Sneaking DEX (+4, Advantage) DC12 = **9** & 7. Oops!

Kaylid is going to give Duthor his Luck Token. Narratively, seeing that the angry ghost notices Duthor and her eyes narrow... he shouts, "Furioth, those evil men are your REAL enemies".

**Luck Token reroll for Duthor's Stealth... 19 & 9. Success.**

With a howl of rage, the ghost pursues the fleeing bandits. As she can fly and this is rocky, difficult terrain, it's **LIKELY** she'll kill the two Bandits following Tariq, **50/50** she will kill Tariq and **UNLIKELY** she'll kill the one who fled south alone.

Ask the Bones Likely: 9 (5,4,3) Yes. Kills the two nearest bandits.

Ask the Bones 50/50: 5 (4,1) No. Fails to kill Tariq.

Ask the Bones Unlikely: 4 (1,3,4) NO! And.

Between them Tariq and the last Bandit just manage to slay the Ghost and escape with their lives. They now know who killed Gazali and will return in a later adventure.

## Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:NO - You get some breathing space between scenes if you want/need it unless you think it is more appropriate for the narrative to continue immediately.

## Wrap Up

I've added a few more entries to the List...

	People & Other Monsters
1	Uncle Faruk ben Hassan (Enemy) Camel Trader, "guardian" of Kaylid's mother & Kaylid
2	Sorcerer-Priest Taran ibn Gazali
3	Mother of Kaylid (widowed) supported by Uncle Faruk but as an unpaid servant
d4	Felura (PC) charismatic Witch/Cult Initiate
5	Duthor (PC) hideous but nimble and deadly Thief/former City Urchin
d6	Kaylid (PC) the viewpoint character. A Desert Rider/Scout
7	Abdul (Enemy) Faruk's bodyguard, a Ras-Godai Assassin
d8	Aunt ??? Uncle Faruk's long-suffering wife
9	Some young noble in Khemi who fancies Ferula
d10	Tariq Assam, Gazali's bodyguard, knows that our heroes killed Gazali
11	Tariq's one remaining Bandit follower
d12	Furioth - the ghost of the woman they saved and then Duthor accidentally killed
13	

There will be some incidental loot on the bodies of the Bandits, and a few more Camels and supplies left behind as they fled.

If you are finding the story and the system interesting, or have any comments and suggestions, please let me know.

Hopefully see you next time.