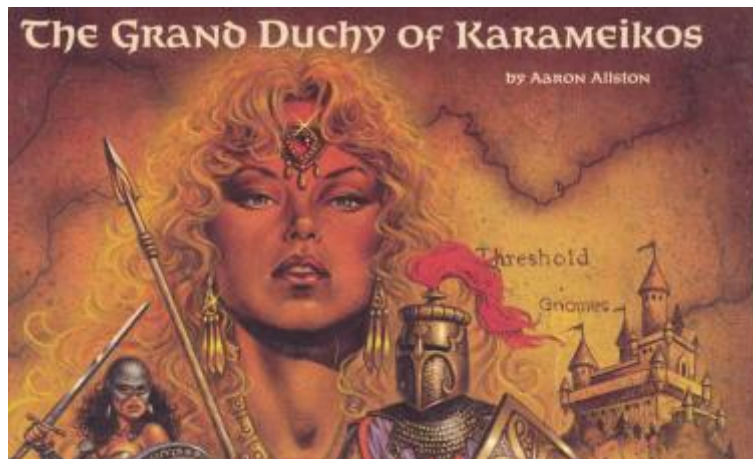


Karameikos Solo 002



Using AUGMENTED IMAGINATION to play D&D5E SOLO

I decided to continue my step-by-step example of using my new Augmented Imagination framework for Solo or Co-op play, using D&D 5th Edition. Hopefully this can be a guide to one possible way to play an RPG without a GM.

The first episode (which shows How to Start a Solo Campaign) can be found at https://aigm.igm4u.com/solo_example_001.pdf

You can find Augmented Imagination at <https://aigm.igm4u.com/aigm.html>

A little more info on the Karameikos Setting

I found an old copy of GAZ01 The Grand Duchy of Karameikos which was originally written for the BECMI Edition of D&D back in 1987 and decided to use that – mainly for the hex map and to give names to a few places and people. I'm not going to be rigidly bound to the setting.

From a skim read of the intro chapter and the little I can remember from reading it 40 years ago, The Grand Duchy is a bit like the situation in England 30 years after the Norman Invasion with the majority of people (The Traladarans) being similar to Saxons and the new layer of nobility and wealthy merchants (the Thyatians, from the nearby Empire of Thyatia) being like the Norman Conquerors.

The majority speak Traladaran, but the Court Language is Thyatian.

The Callarii Elves are friendly to Duke Stefan and have very pale hair, so it seems likely Zephyr's father was a Callarii and her mother, being an educated apothecary is likely Thyatian.

I found a web page describing Penhaligon at <https://pandius.com/penhalgn.html> by Brian Caraway, and have decided to use this as a guide to what the town is like but probably reduce the levels of various NPCs as I generally prefer a lower-level setting. For example, I'm changing the local ruler to keep the name Lady Susan Penhaligon as given in session 1, and she probably won't be a 9th level Fighter but a "Noble" NPC (2 Hit Dice).

It seems there are Orcs and Gnolls in the area as well as the Goblins I had originally imagined. It also appears that many of them live in caves to the east, which is where Zephyr is heading in this session!

SCENE 01 - Starting the Session

With Augmented Imagination, you are always looping around the Basic Procedure, ie imagining what your character wants to do and then making rolls to determine what type of Scene actually occurs and interpreting the results in a way that pushes your story forward in interesting ways.

From Zephyr's current position in the story, her recent (off-screen) break up with an as-yet undescribed romantic partner has given her the sudden impetus to go adventuring and her encounter with bandits left her with a letter describing a place of interest (possible treasure?) a couple of day's travel to the east.

I could imagine all sorts of different approaches to this intended journey and could choose almost any Type of Scene that would advance the story...

I could choose a COMBAT Scene, thinking that the Bandit Leader may have learned what happened to his followers.

I could choose an ENVIRONMENT Scene, perhaps intending to set off immediately and face the hardships of the journey.

I could choose a SOCIAL Scene, thinking that Mother would have something to say about me traipsing off into the wilderness alone, or that some local authority may have heard about me killing bandits and want to have a chat!

I could choose a KNOWLEDGE Scene and imagine that I study some maps or ask around for information about the area to the east.

Step 1: Choose your preferred type of Scene

I'll go for KNOWLEDGE and then ...

Step 2: Roll to see what you get

SOCIAL and then...

Step 3: Roll for the Scene Details

SOCIAL Scene:COMBINATION - Roll twice, ignoring further COMBINATIONS

SOCIAL Scene:FAMILY - In some way, a Family member is involved with the Scene or your Family Name is significant. If it's unlikely to be direct involvement, you could perhaps receive a message concerning them. Envision what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed.

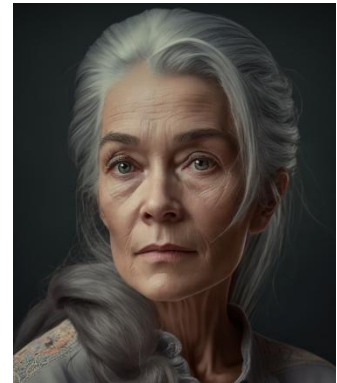
SOCIAL Scene:COMBINATION - Roll twice, ignoring further COMBINATIONS

SOCIAL Scene:FRIENDS - In some way, a Friend is involved with the Scene. If it's unlikely to be direct involvement, you could perhaps receive a message concerning them. Alternatively, you get a chance to make a new Friend. Envision what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed.

The results gave me the vague idea of Mother staging an Intervention to try and talk me out of going adventuring. I'll say she tries to convince me not to go by telling me how my Father had the same wanderlust and it got him killed. "It must be the elvish side of your nature that makes you think you are going to live forever, but you're not, you are just as prone to being eaten by monsters as everyone else!"

Step 4: Play out the Scene

In order to get a meaningful Skill check out of the situation, I'll attempt to persuade her that it isn't far, and I have certain... powers... that make me a lot less prone to being eaten by monsters. Success will mean she will lend me the mule or her pony for my travels. Typical Skill Checks are DC12 and I usually have a sliding scale for how bad failures are so that if you fail by 5 something bad happens and a nat 1 is even worse. Fortunately, Zephyr has +5 for Persuasion and gets 14.



To use the "Combination" result, I'll say this conversation happens in the Apothecary shop and Mother manages to involve a customer I've not seen before.

I can use the "1-Click NPC" button on the Augmented Imagination website to do some rolls on the NPC tables. The numbers in square brackets are the dice results, mostly 2d6...

Apparent Age:Adult. [1 6]
Apparent Gender:Female. [2 2]
Apparent Social Class:Noble. [6 5]
Hostility (+0) = 7 [4 3] Neutral - might help if given an incentive.
Motive (People): Vengeance
NPC Descriptors: Emotional
NPC Descriptors: Lazy
Names: Sah
Names: Go

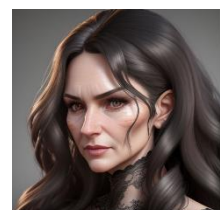
You're always free to ignore anything that doesn't seem right, but that all looks OK to me. The dice results for the Hostility aren't both odd numbers, so it doesn't trigger the SEEMS mechanism and she really does have a Neutral disposition.

The names mechanism is supposed to just suggest a name from the random "bits", so I'll go with this being a minor noble, Lady Sarah Gorland. She's in the shop for some sort of herbal ointment and will "Ooh" and "Ahh" in sympathy with my mother ("Emotional") and suggest that I'd be better off staying in town and perhaps I could start a delivery service to save her having to walk all the way across town, then wait while her purchase is being prepared ("Lazy").

The motive "Vengeance" gave me an idea too. Perhaps she has asked for a special perfume that needs to be used sparingly or it can cause nasty spots. She intends to leave this out on her dressing table and then inspect the maids to see which of them is helping themselves. Even more vengeful... she may have found a gift-wrapped perfume bottle in her husband's drawer and knows it's not a gift for her! I like that idea, could Ask the Bones, but I think I'll go with that.

Again, to get a Skill check out of the situation, I'll see if Zephyr can spot a sinister motive behind the purchase with an Insight check. Sadly, no, rolled a 4 and only has +3.

I add Lady Sarah Gorland to the People & Other Monsters list as "Lady Sarah Gorland, scheming, vengeful Lady with a cheating husband, bought spot-causing lotion to use as a cruel trick to uncover adulteress."



Step 5: Roll to 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.

SCENE 02

Step 1: Choose your preferred type of Scene

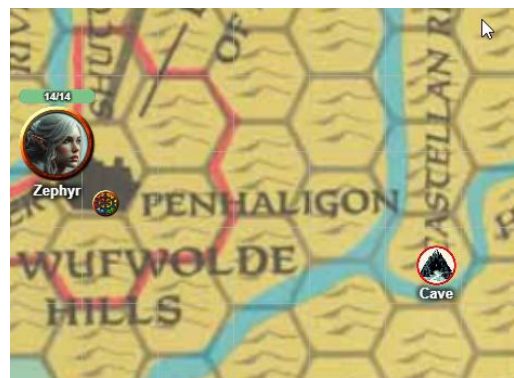
Actually, quite glad not to be side-tracked into a little melodrama with Lady Sarah, Zephyr will hope to continue with her KNOWLEDGE gathering.

Step 2: Roll to see what you get

Scene Focus:CHOSEN FOCUS (Choose or Roll Scene Details)

Step 3: Scene Details

I **could** roll, but I have looked at the map of where the Mysterious Cave is and realised that I'll have to cross a river to get to it. I could probably swim, but I will be wanting to take the mule too, so I'll study the maps to find a convenient fording place.



Step 4: Play out the Scene

I'll imagine that there's a big map of the district on the wall in the Guild Hall, as a Guild Artisan, I'm allowed in there, so can study the map.

This could be an Investigation or Survival check (both +3 for Zephyr). I'd say that success by 5 means there is one in just the right spot, a simple success will put one further upstream, a simple fail will mean I just don't know until I get there, while a fail by 5 leads me to think there isn't a crossing point for many days north where the Castellan river tumbles down from the mountains.

A simple success (13) so I'll say there is a known ford, but it will add 1 Scene to the length of my Journey.

I'll add the Guild Hall in Penhaligon and the Castellan Ford to my list of Places and mark the Ford on my map (level with the LL of Castellan, 8 miles north of the cave).

Step 5: Roll to 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.

SCENE 03 – Starting the Journey

Next day, Zephyr will set out for the Mysterious Cave, having made a tentative peace with her mother and promised to be extra careful.

Step 0: Decide how many Scenes the Journey might be

I was thinking just 2 Scenes, but add 1 for the Ford, so it will be at least 3 (Additional Scenes don't count towards that total).

Step 1: Choose your preferred type of Scene

ENVIRONMENT. I imagine Zephyr setting off with the Pony “Estel” (Elvish word for Hope or Trust according to Tolkien)

Step 2: Roll to see what you get

Scene Focus:ENVIRONMENT

I didn't roll Chosen Focus, so have to roll for the details rather than choose.

Step 3: Scene Details

ENVIRONMENT Scene:HARDSHIP - Life is tough! Hunger, Thirst, Disease, Injury. Either you are suffering or one of your party is suffering. Imagine what it could be. Some kind of Skill check will be needed to overcome or cure it. Make rolls on the Spark Tables for inspiration if necessary.

Maybe Estel the Pony has stood on a thorn and is limping. We're already a couple of hexes East, afternoon of the first day. We've just left the Estate of Penhaligon. I'll give Estel 1d4 damage and reduce Move by the same number of 5ft squares (2HP and loses 10ft of move, down to 9/11HP and 30ft move).

Step 4: Play out the Scene

Maybe an Animal Handling check or Medicine check to fix Estel's hoof, or we'll have to travel more slowly and take an additional Scene for the Journey. Despite only having +1 for Animal Handling, Zephyr gets 15 and is able to patch up Estel's foot, restoring the lost Move, but not the HP.

Step 5: Roll to 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.

I'll assume we make it through the first day and get to camp in the hills. If we are undisturbed overnight, Estel will recover her HP. I'll Ask the Bones if we get a restful night...

Ask the Bones 50/50: 7 (6,1) No But

I rolled on the “Benefits” table and got...

Benefits: It didn't take long

I'll interpret that to mean, Estel is fully recovered, but we get a Scene at the camp just before dawn.

SCENE 04

While camping in the hills, just before dawn...

Step 1: Choose your preferred type of Scene

I'll go for KNOWLEDGE, hoping to learn something useful about the area.

Step 2: Roll to see what you get

Scene Focus: SOCIAL

Step 3: Scene Details

SOCIAL Scene: CHARITY - You encounter someone who needs 'help' or 'charity'. This could be somebody suitable from your existing Lists, or a new person. Alternatively, (if you are in desperate need), somebody offers 'help' to you. Envision what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed to help, or to gain the help.

I don't think there is anyone suitable on the existing List to be out here in the hills (although helping the Bandit Leader would be an amusing story if Zephyr doesn't know who it is!)

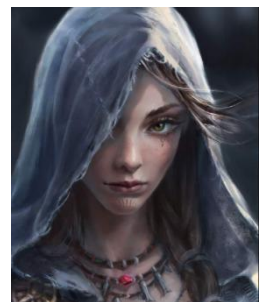
I decide to use the "1-Click NPC" button again to make the rolls on the NPC tables, and get...

Apparent Age: Youth. [3 3] Apparent Gender: Female. [2 1] Apparent Social Class: Farmer. [1 5] Hostility (+0) = 8 [5 3] SEEMS Neutral - might help if given an incentive. Motive (People): Protect Family (or Self) NPC Descriptors: Idle NPC Descriptors: Merciful Names: Jen Names: Grah
--

A young goat-herd (about 16) wandering the hills looking for a lost sheep, she's got lost herself. Being "idle" she probably fell asleep while watching the flock and being "merciful" she is probably soft-hearted enough to follow the goat into the hills.

As both dice for the Hostility result were odd numbers, we know that she SEEMS Neutral, but that at a later point we will have to Ask the Bones whether we need to roll again to get the true level of Hostility.

Jen Graham wanders into our little circle of camp fire light, nervously asking for help.



Step 4: Play out the Scene

Does she recognise Zephyr? (I figure there probably aren't a lot of half-elves, particularly Sorcerers, in the area).

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

I'll give her some rations and a cup of tea and try to reassure the frightened girl that I can take her back to the edge of the Estate in the morning.

I'll roll for Insight to see if I can tell what's really going on... with +3, I get the target DC12 exactly, so now would be a good time to re-roll the girl's Hostility. I'm going to give it -2 because I'm being so helpful.

Hostility (-2) = 3 [1 4] Friendly, willing to help without obligation.

It seems Jen is really grateful. Has she found her lost goat kid already?

Ask the Bones 50/50: 11 (6,5) YES! And

I rolled on the Benefits table for the "And" and got "It didn't take long", but that is unsatisfying, so I'm going to say that while searching Jen found an unusual standing stone nearby, covered in strange runes. It might be worth a look in the morning.

I add "Jen Graham the friendly goatherd I helped" to the List.

Step 5: Roll to 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.

SCENE 05 – The Gnoll's Stone

Before taking Jen back to Penhaligon, we'll go and look at this standing stone she discovered.

Step 1: Choose your preferred type of Scene

Knowledge – I'd like to learn something useful from the Stone

Step 2: Roll to see what you get

Scene Focus:KNOWLEDGE

But not "Chosen Focus", so I have to roll for the Scene Details instead of choosing them.

Step 3: Scene Details

KNOWLEDGE Scene:COMBINATION - Roll twice, ignoring further COMBINATIONS

KNOWLEDGE Scene:RELIGION - You encounter/discover something of religious significance or someone religious. Imagine what it could be. A Tomb or Temple or Artefact? A Priest? An Omen or Portent? Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed to understand/learn from/acquire/bypass the knowledge/power/item/person.

KNOWLEDGE Scene:RUMOUR - You learn a Rumour. Consult the RUMOUR Table.

I guess the Standing Stone turns out to be a monument of religious significance. I'll roll on the Sparks Tables for inspiration...

Spark 1: Fiendish

Spark 2: Quake

As it's "Fiendish" maybe it's a Gnoll-related thing and interfering with it might make the hill shake ("Quake") possibly summoning some sort of burrowing monster or earth elemental.



On re-reading this later, I realise I forgot about the RUMOUR element of this Scene and got swept along with the idea of the bonus spell with the hint of future risk/temptation. Sometimes you get a better idea than the one you rolled and you are juggling multiple plates as a Solo player, so let's all pretend I made a mistake on purpose to give you permission to make your own mistakes 😊

Step 4: Play out the Scene

It seems like a Religion DC12 or Arcana DC15 check might identify the stone. As usual, I try to think of outline consequences for Nat 20, Extreme Success, Success, Fail, Extreme Fail & Nat 1 before I make the roll. This helps consider the options and is a fun exercise in “thinking like a GM”. I don't always bother with Nat 20 & Nat 1 in advance, to save time but in this case I will.

- **Nat 20** - I learn a spell from the Stone
- **Extreme Success (by 5+)** - I could stay studying it for 24 hours to learn a spell
- **Success** - I could stay studying it for 24 hours to get a chance to learn a spell with Arcana 12+Spell Level, but risk summoning something if I fail.
- **Fail** – I learn nothing, but could try again after half a day (adding another Scene to the Journey)
- **Extreme Fail (by 5+)** – I mistakenly summon something!
- **Nat 1** – I mistakenly summon something that traps Jen!

Zephyr has Inspiration (gained during the fight with Bandits in the first session) and will spend it to try and understand the Stone with her +3 Religion skill...

She rolls a 19 and a Nat 20, so the Stone grants her the knowledge of a Bonus Spell must be 1st or 2nd Level and as it was a “religious” scene, it should be something that a Cleric, Druid, a Warlock could cast and ideally something Gnoll Shamans might use! (I'm thinking that Gnoll shamans might also be Druids or Warlocks).

I eventually settled on the 1st Level spell “Hellish Rebuke”. From reading the Stone, the spell imprints itself in Zephyr's mind as a bonus spell. I'm thinking that use of this spell MIGHT have some unwanted side-effect (drawing the attention of a Fiendish Patron!), but she'll only discover this by using it. Twisted by the Storm Sorcery inside Zephyr, her new **Storm's Rebuke** will do Thunder Damage rather than Fire.

Step 5: Roll to 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.

Let's imagine that when Zephyr touched the stone, her eyes rolled back and she fell unconscious for a couple of hours. Jen tried to make her comfortable and waited it out. When Zephyr awakes she has the new spell burned into her mind but suspects there may be some price waiting to be paid for using it.

SCENE 06 – Taking Jen back to civilisation

The rest of the day will be taken up with getting Jen and her goat back to the Penhaligon Estate.

Step 1: Choose your preferred type of Scene

I'll hope for a SOCIAL Scene to be able to hand Jen over to somebody else.

Step 2: Roll to see what you get

Scene Focus: CHOSEN FOCUS (Choose or Roll Scene Details)

Step 3: Scene Details

I'll CHOOSE ...

AUTHORITY: You encounter someone who embodies 'Authority'. This could be somebody suitable from your existing Lists, or a new person. Alternatively, you witness (or commit) a crime, falling foul of local authority. Envision what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed.

... and meet a patrol from Penhaligon sent out to find the missing girl.

I use the "1-Click NPC" to get...

Apparent Age: Toddler. [1 3]

Apparent Gender: Male. [5 6]

Apparent Social Class: Shepherd. [1 4]

Hostility (-2) = 6 [4 4] Willing to listen, could be persuaded to help without obligation.

Motive (People): Oracle/Destiny

NPC Descriptors: Artistic

NPC Descriptors: Little

Names: Ahg

Names: Thah

You can always ignore anything that doesn't fit with your sense of the narrative, so the leader of the Patrol doesn't have to be a "toddler". Instead, he can be a surprisingly young, "short" soldier with a squad of 3 older men. They have been looking for Jen all night and been following her trail up into the hills. Corporal Agatar seems to be an excellent tracker, but claims to have been led here by Fate ("Oracle/Destiny" and "Artistic") – perhaps romantically interested in either Jen or Zephyr?

Is he falling for Jen? (most likely as they are both of the same social class/background)



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

Step 4: Play out the Scene

Some Scenes don't immediately present a "challenge" you can imagine resolving. This is such a case, but usually you can think of something...

Can Zephyr convince Jen not to mention the mysterious Stone? She doesn't fully understand it and doesn't know what it might do to anyone else who touches it. Despite having +5 for persuasion, she only gets 11 and fails to stop Jen from letting it slip.

Can she convince Agatar from going to investigate. She'll stress that Jen's family must be worried sick about her and besides, taking her home will give them chance to get acquainted!

That seems worthy of Advantage on the Persuade... and this time I get 22, so Agatar is happy to take Jen back to her farm and won't investigate the Gnoll Stone.

I'll mark the Gnoll Stone on my map and add it to the list of Places. I'll also add Agatar to my list of People & Other Monsters.

Step 5: Roll to 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.

Zephyr will camp with Agatar's squad and Jen and set off back to the hills the following day.

Do they get a peaceful night? Seems Likely...

Ask the Bones Likely: 8 (6,2,1) Yes But
Drawbacks: It took longer than expected

I'll imagine that there is some debate in the morning about Agatar wanting Zephyr to report back to town and give a more detailed description of the Gnoll Stone to the Guard Captain.

I'm not going to make this a Skill Check, just imagine that the delay (and feeding Jen) means Zephyr has used 5 of her 10 days Rations and has been away for 2 full days and nights already and is still a full day away from the Ford and another half day from the Mysterious Cave.

SCENE 07 – Danger in the Hills

Step 1: Choose your preferred type of Scene

I'll choose COMBAT this time, at least if I get a COMBAT result, I may be able to choose the Scene Details.

Step 2: Roll to see what you get

Scene Focus:CHOSEN FOCUS (Choose or Roll Scene Details)

Amazing, that worked out!

Step 3: Scene Details

I choose...

COMBAT Scene:AMBUSH - Your party gets the CHANCE to ambush one or more enemies/prey. 'Identify a Target' and then imagine your motive

... and let's say there are a couple of Gnolls, and Gnolls are a known hostile race in these parts – known to be man-eaters!

I've got "Monster Manual Expanded" in my Roll20 VTT, so when I search for Gnoll, I get ...

Gnoll(HD3, Challenge ½), Gnoll Skeleton (HD5, Challenge ½), Gnoll Matriarch (HD16, Challenge 5), Gnoll Huntmaster (HD10, Challenge 3), Gnoll Witch Doctor (HD7, Challenge 3) & Gnoll Shaman of Yeenoghu (HD10, Challenge 4)!

Remember that the Challenge score means roughly 1 monster of Challenge 5 is a fair fight for a group of 4 Characters of Level 5. My solo character at Level 3 can't reasonably tackle any of the Challenge 5 and above things so I'll make a little table of things that aren't immediately deadly...



1. One Gnoll
2. One Gnoll Skeleton
3. Two Gnolls
4. Two Gnoll Skeletons
5. One Gnoll Witch Doctor
6. One Gnoll Witch Doctor & One Gnoll

I got very lucky and rolled a 1.

Step 4: Play out the Scene



The Scene Details mention “Your party gets the CHANCE to ambush” so it will take a Stealth check (beating the Gnoll’s passive perception) to get the benefit (a Surprise round in which the Gnoll can’t act).

With my +4 for Stealth, I only managed 10 and this doesn’t BEAT the Gnoll’s Passive Perception of 10!

It smells me coming or hears my pony whinny nervously...

Round 1

Fortunately Zephyr acts first.

She’ll start with a Fire Bolt.

Hits AC15 (which is exactly the Gnoll’s Armour Class) and burns him for 5 HP.

Then drops back behind the trees, shooing Estel the Pony away, and uses Cunning Action Dash to back away a bit further. Maybe she can keep backing away and kill this thing from a distance with fire.

Oops, just noticed the Gnoll has a Spear and a Longbow, so staying out of range probably won’t work!

The Gnoll has to double move to get Zephyr in sight, so doesn’t get an attack this round. But the same tactic won’t work again.

Round 2

The thing does almost the same damage with the bow as with the spear, so Zephyr might as well close as she has thunderwave that works close up. She may get a chance to use her new Storm's Rebuke too and needs to be within 60ft for that.

She rushes in using her Cunning Action Dash to close the distance and uses her Thunderwave at Level 2 for 3d8 Thunder Damage 21 damage if it doesn't make a DC13 Con Save. It fails and is killed and tossed 10ft away.

However, the sonic boom can be heard a long way off and Gnolls are usually not far from the pack. Remember to ask questions so that the "good for the character" result is Yes...

Are there no Gnolls within earshot...

Ask the Bones Unlikely: 6 (2,4,5) No

So there is another Gnoll nearby.

Is it just another normal Gnoll?

Ask the Bones Likely: 11 (6,5,3) YES! And
Benefits: It made future attempts easier

I'll interpret that as meaning it is a normal Gnoll and it will rush around asking "What the hell was that noise!" (in Gnollish) and give me Advantage on a Stealth check to get Surprise.

I get 22 Stealth this time so manage to conceal myself behind a tree and can leap out in the next round to surprise the Gnoll.

Round 3



Zephyr leaps out and goes for another Thunderwave at Level 2, but this time only managing 8 damage. At least the gnoll fails his save and is thrown 10 ft back to land prone on 14/22.

The Gnoll misses its go because of Surprise

Are there no more Gnolls within earshot...

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

Oh Dear, there is another one even though I'd reduced the chance from Likely to 50/50.

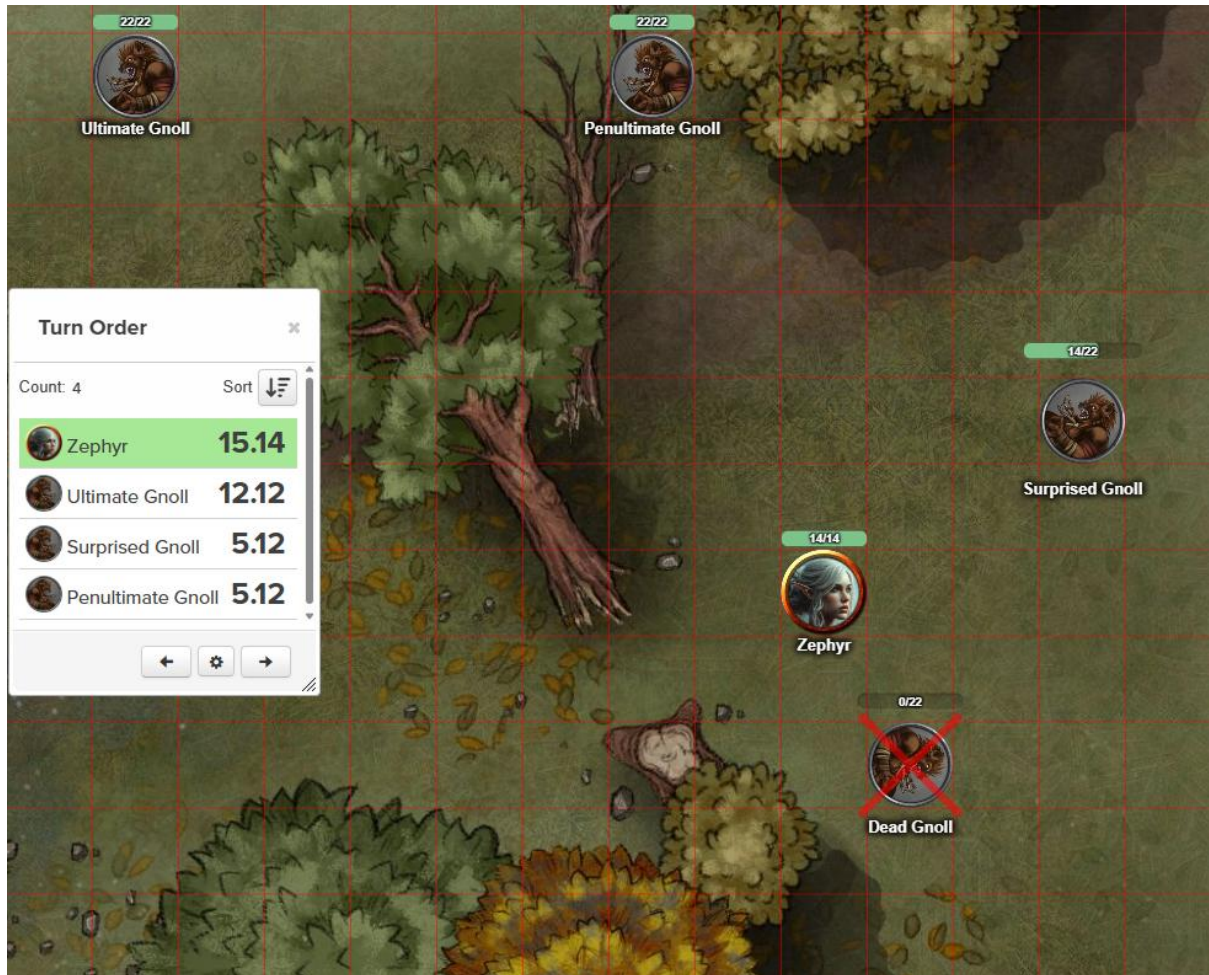
Is it just another normal Gnoll?

Ask the Bones Likely: 7 (6,1,1) No But
Benefits: It didn't draw attention

I'll interpret that "But" as meaning **there are no more after this** new one.

I'll roll on my Little Table of Gnolls again...I get a 3, and all of a sudden there are TWO more Gnolls charging in!

Round 4



This is looking pretty dangerous for Zephyr now, I'll delay the last Gnoll's arrival by a round, but otherwise it goes how it goes!

She steps up 10ft to the prone Gnoll and thrusts with her rapier, with Advantage for prone...

Just hits with AC15, for 7HP (now on 7/22) then she'll risk dropping back 30ft, and use Cunning Action to Dash as a Bonus Action and get another 30ft to try and use a tree for cover.

The prone Gnoll gets a swipe at Disadvantage, but rolls two 8s.

The injured Gnoll gets up (half his move), then moves another 15ft, then Dashes to move 30 more which gets him adjacent to Zephyr, but with no Action left.

The "Penultimate" Gnoll double moves to get within 10ft of Zephyr.

Round 5



Zephyr dodges around the nearest Gnoll to get next to both of them (point 1 in the image), then uses Green-Flame Blade and aims at the injured one.

With a 19 to hit and 9 damage, the first one goes down.

She then calls upon her Tempestuous Magic feature and winds swirl around her lifting her 10ft into the tree branches without provoking an opportunity attack. She's now 2 squares up for good cover.

I realized 10 mins later that Tempestuous Magic requires a spell of 1st Level or Higher and doesn't work off Cantrips. As this is a move I'd like to use again, I'm going to say that as long as she spends a 1st Level Slot when casting the Cantrip, the Tempestuous Magic will work.

The Ultimate Gnoll runs in, double moving to within 2 squares of the base of the tree.

The Penultimate Gnoll could either attack with his spear at Disadvantage, Shoot with his Bow into the cover (giving Zephyr +5 to AC) or climb up (Athletics DC12) and use his Bite Attack with no penalty.

Climb/Bite seems Likely, with Bow as the alternative. I'll ask the question as though Climb/Bite is "good"...

Ask the Bones Likely: 5 (**3,2,2**) No

So, he steps back and uses his longbow trying to hit $AC\ 12+5 = 17$... He only gets AC11 so misses.

Round 6



Zephyr's best chance is to try and lure the two gnolls into climbing the tree, then she could use the sorcerer ability Flexible Casting to convert her 3 Sorcery Points into a 2nd-level Thunderwave and try to do enough damage to both and hurl them from the tree hoping the fall will finish them off.

She'll use her Action to pretend to slip and dangle in a way that makes shooting very difficult.

It seems a clever enough (and desperate enough)

trick to give her Advantage on Deception vs the Gnoll's Wisdom (10).

She gets a 22, and the Gnolls are lured into her (risky trap). She will use her Bonus Action to convert the 3 Sorcery Points into a 2nd Level Slot and have to risk the gnolls getting two hits on her before she'll get chance to Thunderwave them.

Ultimate Gnoll will try to climb and get a STR Check of 22 (nat 20) so he swings up into the tree and bites. Fortunately, his bite misses.

Penultimate Gnoll will do the same. 21 for the STR Check so he swings up too, then 22 for the Bite, doing 4 damage. Taking Zephyr to 10/14 HP.

She uses her Reaction to cast Storm's Rebuke and the Gnoll has to make a DC13 Dex Save (at disadvantage for climbing) or take 13 Thunder damage. Only rolls 7, so takes 13 and is down to 9/22.

I'll imagine that a bestial lust for vengeance rises in Zephyr when she casts the spell, an urge to promise herself to a Fiendish Patron that will require a Wisdom Saving Throw to refuse. I'll start the Save DC at only 5 and increase it by 1 each time she uses the Spell. If she fails, then she'll have to multi-class across to Warlock with a Fiendish Patron! She gets a nat 20 on the first Wisdom Save, so I'll say she fully understands the lure of the spell.

Round 7

Time for the Level 2 Thunderwave. Only 9 Damage plus another 1d6 if they fall!

The injured one fails with a 3 and the 9 damage kills him and flings him from the tree.

The last one fails with a 5 and the 9 damage takes him to 13/22 HP and flings him from the tree for another 1d6 damage (5) dropping him prone and on 8/22 HP.

On the Ultimate Gnoll's turn, he can have a Morale Check. Normally I'd say it was Likely he'd flee, but I'm getting the feeling the Gnolls are really into bestial vengeance, so I'll say it's Unlikely. Will he run off?

Ask the Bones Unlikely: 9 (3,6,6) Yes

He gets up and then uses his remaining half move plus his Action as a Dash.

Round 8

Zephyr will fire a Fire Bolt at the running Gnoll and spend a Spell Slot on it so she can use Tempestuous Magic to fly down from the tree. She now just has 2 1st Level Slots left.

The Fire Bolt misses, but she is down safely and runs after it. She doesn't want the narrative risk that he'll come back with more of his pack.

Because of her Cunning Action Dash, she will be able to mechanically outpace the thing, but I don't really like that mechanic in a straight race, so I'll just use Ask the Bones to see if the Gnoll can get away and make it 50/50 each round until it does, otherwise she gets a Fire Bolt shot at it.

Round 9

Remember to phrase the question so Yes is "good" Does Zephyr get another shot?

Ask the Bones 50/50: 12 (6,6) YES! And

For the "And" I'll say she gets a shot at Advantage through a sudden gap in the trees.

She still just misses.

Round 10

Does Zephyr get another shot?

Ask the Bones 50/50: 8 (6,2) Yes But

Seems only fair to get a shot with Disadvantage... She rolled two 18s so hits, but only for 3 HP (he's down to 5/22).

Round 10

Does Zephyr get another shot?

Ask the Bones 50/50: 6 (4,2) No

He vanishes into the trees and is gone.

Step 5: Roll to 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.

Zephyr will quickly search the bodies of the dead Gnolls and load their loot onto Estel the Pony.

Using the table of Individual Treasure: Challenge 0-4 on page 136 of the 5E Dungeon Master's Guide (but only checking for Silver & Gold), I'll just roll once and multiply by 3...

What a terrible roll 07, so they have NOTHING, I can at least collect 3 Longbows with quivers and 3 Spears.

She can take a Short Rest and spend a Hit Die to recover HP. She gets 4 which is enough to top her up to 14 HP.

Wrap Up

She's probably reached the Ford now.

I'll try to start next session with another Long Rest overnight camp.

I'd say it's **LIKELY** the Gnolls will try to track her down each day, getting less likely by one step each day.

I'll add "Gnoll that got away" to the List of People & Other Monsters.

I also added "Gnoll Stone (grants Hellish Rebuke spell as a way to lure the person into a Warlock Pact)" to the List of Things.