

Karamaikos Solo 003



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 earlier sessions can be found at...

https://aigm.igm4u.com/solo_example_001.pdf (Starting a Solo Campaign)

https://aigm.igm4u.com/solo_example_002.pdf (The Gnoll Stone)

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

Last Time...

Zephyr met a few people...

- Lady Sarah Gorland, met in mother's apothecary shop. She was buying some perfume that can bring you out in spots as a trick to flush out her husband's lover.
- Jen Graham, 16 yr old daughter of a goat farmer. Jen was lost in the hills east of Penhaligon, looking for a wandering goat. She led Zephyr to a strange Gnoll Stone where Zephyr became imprinted with a new bonus spell. Then Zephyr led Jen back to the Penhaligon Estate.
- Corporal Agator, a young man in charge of a small squad of troops from Penhaligon. He agreed to take Jen home (and seems romantically interested in the young lady).
- Gnolls ! Zephyr ambushed a single Gnoll but using Thunderwave attracted more. Eventually she fought four of them, killed three but the last one fled. She is worried that the Gnoll will return with more of its pack.

The new bonus spell...

- It's a version of Hellish Rebuke, except it is twisted by Zephyr's Storm Sorcery into doing Thunder damage instead of Fire, so I've called it Storm's Rebuke.
- When she cast it she got a flash of bestial rage and the urge to promise herself to a Fiendish Patron (maybe Yeenoghu the gnoll demon/god). I'm using Wisdom Saves with an escalating DC slowly rising from 5 each time she uses the spell and if she fails, she will have to multi-class across into Warlock.

SCENE 01 – Camping

In last session's wrap up I said I'd start by trying to take a Long Rest, camping out in the hills. This will fully recover Estel.

As I didn't get an IMMEDIATE Additional Scene, my usual method for this is to Ask the Bones if I get a peaceful night (remember to phrase the questions so that Yes is the "good" result). I'd typically make it Likely to avoid too much pressure on the Solo character, but because one of the Gnolls escaped, I'll go for 50/50...

Ask the Bones 50/50: 12 (6,6) YES! And
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For the "And" I'll reduce the likelihood of Gnoll Pursuit from Likely to 50/50.

Zephyr has now reached the Ford across the Castellan River. As one of the Gnolls got away, I'll Ask the Bones if I'm free of the Gnolls...

Ask the Bones 50/50: 7 (4,3) No But

I'm going to imagine that Zephyr has heard their howls and knows she is being tracked. Each Scene, I'll make another Ask the Bones and they will catch up on a YES or YES And. Maybe I'll think of ways to shake them off (reducing the likelihood to zero).

Step 0: Decide how many Scenes the Journey might be

Just 1 Scene is left in the journey to reach the Mysterious Cave that was described in the letter she took from a dead bandit.

Step 1: Choose your preferred type of Scene

Environment – hoping to put the river between me and the Gnolls.

Step 2: Roll to see what you get

Scene Focus:ENVIRONMENT

But I didn't roll "Chosen Focus" so will have to ROLL for Scene Details

Step 3: Scene Details

ENVIRONMENT Scene:MOVEMENT - Something impedes your Movement, perhaps an obstacle to be overcome or an injury. Perhaps a locked door or a dead-end. Perhaps unexpected guards or traps or dangerous flora/fauna. Imagine what could be in your way. Some kind of Skill check should be needed to overcome the issue. Make rolls on the Spark Tables for inspiration if necessary.

Perhaps the river is running deeper and faster than usual, (melt water from the winter snows in the mountains? I imagine it is currently early spring). I can imagine the Gnolls being poor swimmers (doggy paddle would not be great in this size of river) so if she can get across, the river will reduce the chance that they pursue by one step.

Step 4: Play out the Scene

I can't think of a way any of my spells could help get me and Estel the pony across, so I'll go with Animal Handling (to get Estel safely across) and Athletics (to get Zephyr safely across).

I'll do the breakdown of potential results again to add some tension...

- **Nat 20** – Crosses safely and reduces the chance of pursuit
- **Extreme Success (by 5+)** – Crosses safely
- **Success** – Crosses safely, but takes so long the Gnolls catch up a step (increases the Likelihood of pursuit).
- **Fail** – 1d6 Damage and have to try again
- **Extreme Fail (by 5+)** – Get swept back to the starting side of the river and need an Athletics check to scramble out, 1d6 damage each attempt until succeed.
- **Nat 1** – Swept down river (if Pony, Gone forever! If Zephyr, 2d6 damage and separated from Estel and all her baggage)

I allow Solo characters to try and get Advantage on rolls by some means (but at the risk of incurring Disadvantage if it fails), so I'll try using Arcana and speaking to the river in Aquan (one of the dialects of Primordial a language Zephyr got as a Storm Sorcerer). She begs the spirits of the river to be kind.

Arcana Check DC12 gets a **Nat 20!** So there is definitely a Spirit (a Water Elemental, Water Weird or some such) in this River.

Animal Handling DC12 for Estel (with Advantage)... gets a 4 and a **15** so the pony takes a while to coax into the raging flood, but gets across safely.

Athletics for Zephyr DC12 (with Advantage)... gets a 4 and an **18** (Phew, because she has -1) which is an Extreme Success, so she crosses quickly enough not to delay them any further.

As I got the Nat20 on Zephyr's prayer to the spirit of the water, I'm going to go a bit further, (inspired by that scene in Lord of the Rings where the wraiths try to cross the ford into Rivendell)...

A pack of gnolls race to the far side of the river, baying with the thrill of the chase. The raging flood seems to calm and the water level drops. The angry pack begin to cross.

I'll make another Arcana Check for Zephyr to see what the River Spirit does...

- **Nat 20** – The Pack is Destroyed
- **Extreme Success (by 5+)** – The Pack is scattered down stream and thinned out, Pursuit becomes Unlikely.
- **Success** – Pack is mostly Scattered but **some** gnolls make it across having lost 2d6 HP.
- **Fail** – The River Spirit offers Zephyr a Quest, agree and get a re-roll with a minimum of Success. Refuse and the Pack all make it across, and Pursuit becomes more likely.
- **Extreme Fail (by 5+)** – The River Spirit tries to help but one of the Pack is a Witch Doctor and cast some spell to prevent it. Whole Pack comes over, but Zephyr might be aided in combat by the Spirit
- **Nat 1** – The River Spirit is mischievous (or evil) and lets the Pack cross in full.

If only some of the Pack come over, roll once on the Little Table of Beatable Gnolls from session 2. If the Whole Pack come over, roll 3 times on the Little Table of Beatable Gnolls from session 2.



Unbelievable! I get another Nat20. (Roll20 always shows two dice results in case you had Advantage or Disadvantage, if you have neither, you just use the first result)

The waters crash down on the pack, killing them all and washing them away.

Zephyr kneels at the water's edge, giving profuse thanks.

I think she should gain Inspiration from that glorious outcome too.

I'll Ask the Bones (phrase so that Yes is "good"), will the River Spirit ask for nothing in return?

Ask the Bones Unlikely: 2 (1,1,3) NO! And

Well! This is a day for the most extreme results! Now I have to imagine something a River Spirit might want/need from Zephyr and maybe have to determine what the River Spirit actually is.

First, I rolled on the Quest Type table...

Quest Type: SOME INFORMATION IS REQUIRED

Then rolled for details...

Information Required: INFORMATION REQUIRED: It may need stealing from some dangerous individual

What might the River Spirit be?

A Bit of AI Assistance...

At the risk of alienating a few readers (I don't use AI very often but didn't fancy trawling through Monsters looking for watery ones), I decided to ask the Copilot AI (Smart GPT5) for ideas and got it to generate a table of possible creature types. I'm quite impressed with the response...

My Prompt: I'm playing D&D5e as a solo game and an unknown creature who lives-in or controls a river has just helped my character by causing the water to sweep away some enemies who were pursuing me. What type of D&D monster could this be. I'd ideally like a table of 6 possibilities.

Gemini's Response: Perfect setup for a solo game encounter! Since you want something mysterious and river-bound, I'll give you a table of six possibilities drawn from D&D 5e lore and compatible mythic inspirations. Each option could plausibly manipulate water to sweep away enemies, and each has a different flavor depending on whether you want the creature to be benevolent, neutral, or potentially dangerous later.

💡 How to use this table:

- Roll a d6 to decide randomly, or pick the one that best fits your campaign's tone.
- For mystery, you could keep the creature's identity hidden until your character investigates further—maybe only glimpses of a watery form, a whisper in the current, or a strange ripple that seems alive.

Would you like me to expand this into **encounter hooks** for each creature—like how your character might discover its motives or interact with it going forward? That could give you ready-made story beats for your solo game.

River Creature Possibilities

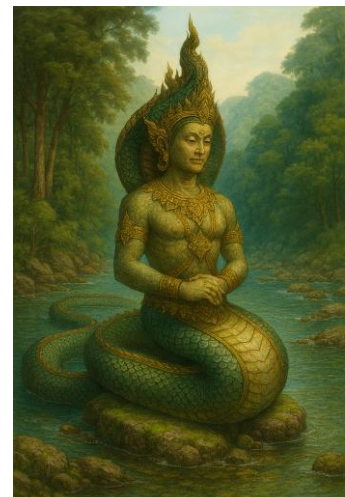
#	Creature	Source/Type	Why It Fits	Possible Twist
1	Water Weird	Elemental (MM)	Invisible serpentine water spirit that lurks in rivers, able to control currents and drag foes away.	It may have helped you now, but expects tribute or service later.
2	Naiad / Nereid (Homebrew or Fey)	Fey spirit	Classic water nymph, protective of rivers and travelers. Can summon waves or currents.	Could become a recurring ally, but might demand respect for the river's sanctity.
3	Marid	Genie (Elemental, MM)	A powerful water genie with dominion over rivers and seas.	Its aid might be part of a bargain—it could later ask for favors or worship.
4	River Hag (Variant of Sea Hag)	Fey (MM)	Twisted hag tied to waterways, capable of manipulating water magically.	Help might be manipulative—she saved you only to ensnare you in her schemes.
5	Spirit of the River (Regional Guardian)	Could be reflavored Guardian Naga or custom spirit	A divine or mystical guardian bound to the river, able to command water as a protective force.	Might be tied to local lore—villagers revere it, and now you're entangled in its myth.
6	Awakened Water Elemental	Elemental (MM)	A sentient elemental bound to the river, capable of sweeping foes away with surges.	Perhaps it was awakened by ancient magic, and now watches over travelers.

I roll a 5: Spirit of the River (reflavored **Guardian Naga**)...

This is typically a 16HD, Challenge 10, Large Celestial creature with a Lawful Good alignment.

Perhaps the creature “**Wadrima**” was bound to this section of river and ordered to maintain the Ford when she was much younger and less powerful. The spell-caster who bound her promised to free her with a WORD after 50 years but never returned. Centuries later, Wadrima now wishes to be freed and needs to know “The Word”.

She needed somebody who contains magical power to come along and speak to her in Aquan and Zephyr is the first in nearly a thousand years!



I notice that one of the Naga's spells is GEAS, so she MIGHT cast that on Zephyr to reinforce any promise to look for the Wizard and discover the "Word" that will free her.

I think, out of sheer gratitude and awe, Zephyr will agree to help, waiving any right to the Wisdom Save against the Geas. A Geas has no material or somatic components so I'll say that it can be cast just by talking about the requirement.

I'll Ask the Bones later, with a 50/50 chance, if a Geas has actually been cast, if Zephyr ever goes against her promise to seek out the ancient Wizard "Fergal Shar" and discover Wadrima's Word of Release and return here to release Wadrima.

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.

Zephyr will camp by the water's edge and consider the Quest.

Has she heard of Fergal Shar? Seems like a History Check DC12 or Arcana DC 15. Tries History with +3 but only gets 9.

Can Wadrima tell her anything useful about Fergal Shar?

Ask the Bones Likely: 6 (3,3,2) No

Could the Mysterious Cave have anything to do with Fergal Shar?

Ask the Bones 50/50: 3 (2,1) NO! And Drawbacks: It cost something, or cost more than expected
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For the drawback, I think I'll say that Wadrima suggests I don't waste time with this "Mysterious Cave" and make it more Likely that Zephyr has been affected by a Geas. If I choose to go to the Cave instead of pursuing the quest for Wadrima, I'll make the Ask the Bones Roll at "Likely" to find out if there's a Geas and then take the 5d10 psychic damage from the spell! I'd better imagine that the psychic damage is non-lethal as I only have 14HP.

SCENE 02 – Am I Geased or what?

As she's so close to the "Mysterious Cave" and doesn't yet have any clue about where Fergal Shar might be found, Zephyr is going to continue to the Cave. She'll bid farewell to Wadrima, promising to find out about the wizard when she returns to town.

Step 1: Choose your preferred type of Scene

I'll hope for Knowledge, intending to hunt around for the entrance to the cave.

Step 2: Roll to see what you get

Scene Focus:KNOWLEDGE

But not "Chosen Focus", so have to roll for the Scene Details.

Step 3: Scene Details

KNOWLEDGE Scene:FOLKLORE - You encounter something from a local legend you know about or learn of some local superstition. Imagine what it could be and/or how you learn of it. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed to benefit from the knowledge.

Perhaps Zephyr has heard some folk tales about making bargains with magical creatures and how they MIGHT become magically binding and dangerous?

Step 4: Play out the Scene

I'll make an Arcana check to see if it occurs to her that she might be enchanted to fulfil this quest. Success will mean she suspects it is a possibility, success by 5 will let her know whether it's been done or not.

She gets 19, so I'll have to Ask the Bones now. (tricky to phrase as YES being "good" and I'll have to switch the "Likely" to be "Unlikely"). Is she free from a magical compulsion?

Ask the Bones Unlikely: 6 (1,5,6) No

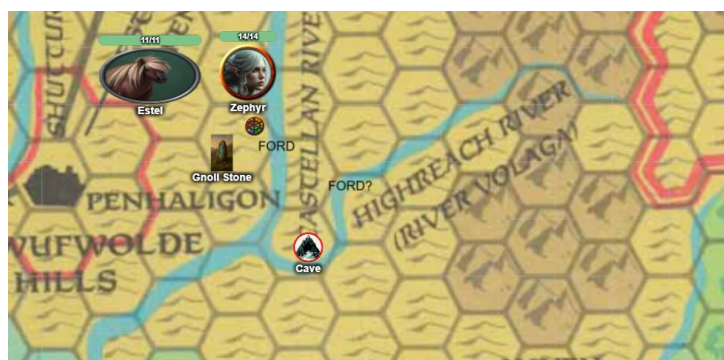
As soon as the thought occurs to her, she feels the stirrings of a headache when moving towards the Cave. The urgency of heading somewhere that she can investigate this Fergal Shar, makes her start to panic and feel dizzy.

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.

She stops to have a cup of tea and consider her options. It now seems too dangerous to ignore Wadrime's Quest, but how can she proceed?

If Fergal Shar set Wadrime to protect a Ford 1,000 years ago, then he presumably wanted to ensure it was possible to travel this way. Back then, Karamaikos was a primitive land of the Traldar surrounded to the North by the Republic of Darokin and to the East by the Thyatian Empire. This spit of land between the two rivers, the Castellon and the Highreach (formerly known as Vulaga River) doesn't have any obvious significance except as a way to get to the narrowest bit of mountain between Traldar and Thyatia. I imagine there is a mountain pass.



If Fergal Shar came from the Empire of Thyatis, then there would need to be another Ford across the Highreach, or a trail leading along the northern bank to the mountains and a place to cross there. Perhaps Fergal would have set another Guardian for a Ford?

SCENE 03 – The River Bank

She decides to cross the narrow strip of land and then search along the bank for another crossing place.

Step 0: Decide how many Scenes the Journey might be

In this case, I don't have a geographical end point in mind, so I'm going to leave it to the random Scene Focus to determine when the Journey is over, but have an upper limit of 5 Scenes. She only has 4 days rations left, so will soon have to start trying to forage/hunt.

Step 1: Choose your preferred type of Scene

I'll stick with Knowledge as the Chosen Focus, hoping to discover a clue to either another magical Ford, or an ancient trail.

Step 2: Roll to see what you get

Scene Focus: CHOSEN FOCUS (Choose or Roll Scene Details)
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Step 3: Scene Details

As I can CHOOSE the details, I'll go Ask the Bones 50/50 if it's a Trail (that seems slightly more "good" as I don't want to risk a second Geas!)

Ask the Bones 50/50: 7 (6, 1) No But Benefits: It didn't draw attention
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I'll interpret this as meaning there is a Ford, but there doesn't seem to be a magical guardian. Perhaps the Ford is natural here, but the Castellan needed a magical one to be maintained, or perhaps the Guardian has already been destroyed.

Step 4: Play out the Scene

As there is a Ford, it lends weight to my idea that the trail leads to or from the mountain pass into Thyatia.

I guess I'll have to cross with a similar challenge (Animal Handling for Pony and Athletics for Zephyr) to the one before – at least I'm not being pursued by Gnolls this time.

I'll do the breakdown of potential results again to add some tension...

- **Nat 20** – Crosses safely and finds a clue about Fergal Shar
- **Extreme Success (by 5+)** – Crosses safely and finds a marked trail to Thyatia
- **Success** – Crosses safely
- **Fail** – 1d6 Damage and have to try again
- **Extreme Fail (by 5+)** – Get swept back to the starting side of the river and need an Athletics check to scramble out, 1d6 damage each attempt until succeed.
- **Nat 1** – Swept down river (if Pony, Gone forever! If Zephyr, 2d6 damage and separated from Estel and all her baggage)

As there seems to be no River Spirit here, Zephyr's Prayer in Aquan isn't going to work this time.

Animal Handling Check = 11

Fails by 1, Estel takes 1d6 damage (3) and is down to 8/11HP and we must try again.

Athletics Check = 19 "Crosses safely and finds a marked trail to Thyatia"

Zephyr gets across, spots an ancient stone waymarker showing Thyatian runes and is desperately pulling at Estel's reins to get her out of the river.

Animal Handling Check = 11 and another 2HP damage , down to 6/11
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The Pony is struggling!

I could let Zephyr attempt to get Advantage by attempting an Athletics check, but risking 1d6 damage for herself if it fails along with Disadvantage on the Animal Handling.

Alternatively, I could spend my Inspiration on the next Animal Handling Check? I'll go for that and hope...

Animal Handling Check = 19 & 16

Phew! Estel finally makes it across.

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.

I'll let Estel have a short rest and spend a Hit Dice to recover. She gets 3HP back and only has 1 HD left. Now on 10/11HP. Zephyr doesn't have any abilities that recover on a Short Rest.

SCENE 04 –

The ancient stone waymarker indicates Thyatia to the East and Traldar to the West and is timeworn and faded, at least a thousand years old and only rarely scraped clear of moss.

Step 0: Decide how many Scenes the Journey might be

If I plan to follow the trail along the river and through the mountain pass into Thyatia, that's about 24 miles to the border, 6 miles of that is through the steep pass up and down. I'd estimate that as two Scenes along the river and two more up and over the Pass.

It's a lot further to anywhere "civilised" in the Empire itself (see map on next page) another 30 miles or so.

As an alternative, she could travel to talk to Elves (either her Father's tribe, the Callarii to the Southwest, or the Vyalia Elves to the Southeast. As Elves can live well over 700 years, they might have some information about Fergal Shar. Those journeys would both be about 40-50 miles, but not over the mountains.

I'll go along the River (two scenes) and at least take a look at the Mountain Pass, but will need to do some foraging/hunting along the way. I could hope for an ENVIRONMENT Scene, so I can choose "EXPLORATION" or a SOCIAL Scene and choose "ECONOMICS" as a way to push the narrative into getting some supplies.



Step 1: Choose your preferred type of Scene

I'll go for Environment as this seems too remote an area to go for Social.

Step 2: Roll to see what you get

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

I'll choose ...

EXPLORATION: You either find something or believe there is something to find, or you stumble upon something unexpected. Perhaps a place, perhaps a thing or perhaps a person. Imagine what could be found. Some kind of Skill check should be needed to locate your target or to cope with or understand what you have found.

Step 3: Scene Details

... and imagine I've found a good place to catch fish, perhaps salmon are jumping up a natural step in the river. I can empty out my Explorer's pack and then use the Mage Hand cantrip to scoop Salmon as they leap upstream.

Step 4: Play out the Scene

That seems like a way to make Arcana useful for foraging, I'm happy with that.

I think a half-day's work in good location should be able to get me 1d4 day's rations as the Normal Success option and go up by +2 days for an extreme success and another +2 days for a Nat 20. Failing gets nothing, Fail by 5 causes 1d6 damage, Nat 1 = a Bear turns up!

Arcana 9 a fail.

This fishing lark is harder than it looks.

I'll spend the rest of the day trying again. This time I'll try putting some logs in the water first using Mage Hand where they are leaping to narrow their options and give myself Advantage (at the risk of causing Disadvantage instead)

Arcana 18, gives me Advantage...

Arcana **19** & 17

Success by more than 5, so $1d6+2 = 8$ days rations! Takes me up to 9.

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.

I'll camp overnight and Ask the Bones if I get a peaceful night.

Ask the Bones Likely: 6 (**4,2,1**) No

I'll assume, before I complete a Long Rest, I get another Scene.

SCENE 05 –

Step 1: Choose your preferred type of Scene

Knowledge (as it's the least likely to get me killed... Isn't it?)

Step 2: Roll to see what you get

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

Step 3: Scene Details

I choose... No, I think as this was an unplanned encounter during the camp, I'll roll for it.

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.

I also rolled a couple of Sparks to see if anything suggests itself...

Spark 1: Extraordinary
Spark 2: Trench

Perhaps when Zephyr gets up to go to the loo, she spots some odd phosphorescence in the river and then sees the glowing water going down a narrow trench (like an irrigation ditch, leading from the river). Following it, using her Darkvision, she finds an unexpected grove of apple trees hidden in the hills (I'm thinking some kind of Druid's Sacred Grove? Possibly protected by a spell or a guardian? Possibly containing magical fruit?)

Wrap Up

I'm going to end this episode abruptly at this point so I can ponder what could happen next.

And also, I've got a group game of D&D about to start in 15 minutes.

If you are interested in the story, some encouragement would go down well, maybe comment in discord.

Hopefully see you next time.