

# Karamaikos Solo 004



## Using AUGMENTED IMAGINATION to play D&D5E SOLO

I continue my step-by-step example of using my new Augmented Imagination framework for Solo or Co-op play, using D&D 5<sup>th</sup> 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](https://aigm.igm4u.com/solo_example_001.pdf) (Starting a Solo Campaign)

[https://aigm.igm4u.com/solo\\_example\\_002.pdf](https://aigm.igm4u.com/solo_example_002.pdf) (The Gnoll Stone)

[https://aigm.igm4u.com/solo\\_example\\_003.pdf](https://aigm.igm4u.com/solo_example_003.pdf) (Guardian of the Ford)

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

## Last Time...

- The pack of Gnolls pursuing Zephyr were destroyed while crossing the Castellan River after Zephyr prayed in the Primordial Aquan language at the Ford.
- The Guardian of the Ford, a Guardian Naga called Wadrime, asked Zephyr to do a Quest to get the Naga released from its binding at the Ford. Zephyr (perhaps foolishly) agreed.
- Zephyr now needs to track down a wizard from a 1,000 years ago and discover the Word that will release Wadrime.
- Unfortunately, it seems that Wadrime used a Geas Spell to enforce Zephyr's obedience to the Quest and she will get 5d10 Psychic Damage (non-lethal!) if ever she turns away from it!
- She started off crossing the second River (the Highreach) at another Ford (no Guardian at this one) and then exploring a river-side trail towards the Mountain Pass into the Empire of Thyatis,
- Low on rations and fishing for salmon and camping overnight along the riverbank, she has spotted a small irrigation channel leading a little way through the hills to a secret glade with fruit trees. Maybe a Druid's Grove? Maybe with a Protective Spell or Guardian?). There's a vague possibility this place will have a connection to Fergal Shar, so it doesn't risk the psychic backlash from the Geas.

## SCENE 01 – Recapping the previous session’s 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?)*

(Remembering to ask the question so that Yes is “good” - Is the Grove unprotected?)

Ask the Bones Unlikely: 7 (3,4,5) No But

Drawbacks: It cost something, or cost more than expected

I’ll imagine that the Spell or Guardian is there, but it hasn’t triggered yet, probably because I haven’t plucked one of the apples. If I leave without an apple, I’m probably safe (that can be the “cost”).

Note that I’m delaying finding out what “it” is as long as possible, to retain some of the narrative tension you’d get when playing with a GM.

### Step 4: Play out the Scene

Is there some way to determine what this place is? I’ll go for Investigation and try to imagine some potential outcomes.

- Nat 20 – Learn something (nature of the Protection & Fruit) & about Fergal Shar
- Extreme Success (by 5+) – Learn something (nature of the Protection & the Fruit)
- Success – Learn something (CHOOSE nature of the Protection OR the Fruit)
- Fail – Learn nothing
- Extreme Fail – Learn nothing and Trigger the Protection
- Nat 1 – as above but also be Surprised for the first Round if it’s a Combat or at Disadvantage if it’s a Save

Zephyr spends some time carefully wandering around the trees, following the little irrigation channels. Remember it is night-time and she's relying on Darkvision.

Investigation 14 (Normal Success)
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I'll decide quickly whether I want to know what the Fruit is, or what the Protections in this place are, hopefully before my subconscious decides on options. I'll say she uncovers the nature of the Protection.

Is it a Magic Spell/Curse or a Guardian? I COULD just decide for myself, but I'll go for a Guardian as Likely and Ask the Bones.

Ask the Bones Likely: 9 (6,3,3) Yes
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Let's try to imagine a range of six different types of Druid Grove guardians, going from beatable to unbeatable.

1. 1d6 Twig Blights (1HD, CR1/8) and 1d6-2 Needle Blights (2HD, CR1/4)
2. 1d6+1 Sprites (1HD, CR1/4)
3. Faerie Dragon (4HD, CR1 or CR2)
4. Awakened Tree (7HD, CR2)
5. Treant (12HD, CR9)
6. Guardian Naga implying this place was set up by Fergal Shar (16HD, CR10)

I rolled a 1, so I guess Zephyr will be fighting rather than running. I then rolled 1 Twig Blight and 1 Needle Blight.

These are such feeble opponents (relative to the other options I came up with) that it implies the place is no longer being actively cared for by whoever set it up. The two Blight creatures (animated plants) might be all the ancient magic can now manage!

Looking into Blights, I discovered in the "Monster Manual Expanded", the Blight Druid. This led me to read that they are typically worshippers of Moander, **Shar** or Zuggtmoy. I'd not remembered that there was a D&D goddess called Shar, Goddess of Darkness. Perhaps the so-called Wizard I'm looking for was actually Fergal, a worshipper of Shar.

Because I'm not actually using the setting from The Grand Duchy of Karamaikos (just the Hex Map and anything it suggests) or any fixed setting like Forgotten Realms, I'm free to use or ignore stuff like this. However, I can now imagine that what I'd thought of as a beautiful orchard during the Night, might really be a twisted grove of Blight during the day and could even be the resting place of "Fergal" who might now be an Undead Blight Druid!

I can sense you asking... "What piece of the Augmented Imagination framework gave you that idea?"... and you are right, it doesn't directly come from the Framework. There wasn't a table to roll on that led to it. However, the basic principle for starting the Campaign was to not over-think the setting, keep it vague and local and let the story and setting EMERGE from play. Sometimes, you just follow a slim strand of thought suggested by the Spark Table or the Scene Details.

In this case, the Sparks I rolled, "Extraordinary" and "Channel" gave me the irrigation channel leading to an extraordinary place and now the coincidence of the randomly generated name "Shar" has led to something that seems quite narratively satisfying.

I like the idea so much, I'm going to use it rather than Ask the Bones whether it is right or not.

I'll fight the two Blights and it can be Likely each round of combat that a Blight Druid (normally 13HD, CR5) will rise as a sort of Zombie version. If she hasn't risen by the end of the first combat, she will rise if/when the last of her minions fall. To make it a slightly more balanced fight, this undead version can be 5HD and all the abilities that do both Poison & Necrotic damage ONLY do the Necrotic. I'll also drop the three high-level spells. It's still pretty terrifying for a character with 14 HP!



**Scythe.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage ~~plus 7 (2d6) poison damage.~~

**Blight Bolt.** Ranged Spell Attack: +6 to hit, range 60 ft., one creature. Hit: ~~7 (2d6) poison damage and 7 (2d6) necrotic damage.~~

**Spellcasting.** The blight druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: druidcraft, guidance, mold earth

2/day each: ice knife, stinking cloud, wither and bloom

~~1/day each: cloudkill, confusion, contagion~~

**Blight Wave** (Recharge 5–6). ~~Poison and~~ necrotic fire surges from the blight druid. Each creature within 20 feet of the blight druid must succeed on a DC 14 Constitution saving throw. On a failed save, a creature takes ~~14 (4d6) poison damage and~~ 14 (4d6) necrotic damage ~~and is poisoned for 1 minute. A poisoned creature can't regain hit points.~~ On a successful save, the target takes half as much damage. ~~and isn't~~

~~poisoned. The target can make a DC 14 Constitution saving throw at the end of each of its turns, ending the effect on itself with a success.~~

As a Zombie-like Undead, she can be immune to poison & necrotic damage and MIGHT (Likely) have the Undead Fortitude feature (with +5 to Con Saves this could be a real problem!). I can Ask the Bones for that if it comes up.

This was a **Knowledge** Scene and Zephyr **discovered** the two Blights. I'll say she doesn't know about the Undead Blight Druid yet.

I COULD choose to launch into the Combat immediately, but as my Investigation check succeeded, I'll interpret that I somehow noticed the two creatures before they activate and will try to get a COMBAT Scene that allows me to Ambush them.

### 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.

## SCENE 02 – In the Grove

### Step 1: Choose your preferred type of Scene

COMBAT

### Step 2: Roll to see what you get

Scene Focus: SOCIAL

### Step 3: Scene details

SOCIAL Scene: ENEMIES - In some way, an Enemy 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 Enemy. Envision what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed.



Well! This wasn't what I expected.

As I'm trying to catch these two plant creatures unawares, a new figure emerges from the shadows...

The Undead Blight Druid emerges from her grave.

"You trespass.... Mongrel Elf! This is the realm of the goddess of Darkness and Decay!"

The creature's voice is harsh and dry. As she speaks the two blights emerge and the beauty of the Grove fades. It's as though the moonlight grew subtly more intense, suddenly revealing the rot of the apple trees and the yellowy sickness of the grass.

Was this once Fergal of Shar?

Ask the Bones Likely: 8 (6,2,1) Yes But

For the "But" I'll say it hasn't introduced itself, so Zephyr is currently unaware. Later a Religion check might reveal that the "goddess of Darkness & Decay" could be one of the names of the goddess Shar.

### Step 4: Play out the Scene

It's officially a Social Scene, so there is an opportunity for some non-combat interaction.

Zephyr can probably sense that she is in considerable danger. The undead druidess seems confident and has at least a couple of allies.

The half-elf starts to slowly back away "I meant no disrespect to your goddess or your grove. I am here only to make an offering"

This seems like a Deception, and a pretty feeble one at that. I'll go for Deception with Disadvantage.

Deception +3, DC12 with Disadvantage **13** & 20. Just succeeds.

The zombie druidess must be a bit befuddled to believe this nonsense! She will say “What Offering have you brought? What can Shar require that such as you might offer?”

*It seemed natural to write the name Shar, so I'll give Zephyr an Insight check to see if she notices.*

Insight +3 DC12, 8. Fails to notice.
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Let's go for a Religion check to see if Zephyr can think of anything that sounds suitable.

Religion +3 DC12, 21. Succeeds pretty well
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“I have brought a human sacrifice. She is back at my camp. I'll fetch her immediately. The goddess will be pleased, I'm sure”

Deception +3 DC12 with ADVANTAGE, <b>13</b> & 11. Just succeeds.
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The undead druid is hungry for living flesh and seems to believe her.

I feel like Zephyr COULD now choose to escape from this situation, but also that another successful deception could let her try to get the three enemies into a close enough group for a Thunderwave to hit them all.

“Why don't you and your servants come and help me carry the sacrifice down to the Grove”

I'll imagine some potential outcomes.

- Nat 20 – Catch all three creatures in the Thunderwave AND learn about Fergal Shar
- Extreme Success (by 5+) – Catch them all in the Thunderwave
- Success – Catch the Undead (Likely) or otherwise the two Blights in the Thunderwave
- Fail – They see through my ruse and Combat Begins normally
- Extreme Fail – The Undead was playing with me. Combat starts and THEY get Initiative
- Nat 1 – as above but I'm Surprised for the first Round and at Disadvantage if it's a Save

Deception +3 DC12 <b>11</b> . Just fails.
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COMBAT Begins normally.

The moment the creatures come into range, Zephyr begins to mutter her spell, but we go straight to initiative as it seems they were expecting it.

As the combat flows naturally out of the current SOCIAL scene, I'm happy to just go straight into it.

### Round 1.

In the event of a tie, I allow the Player Character to go first. [In Roll20, the decimal number is the character's DEX, usually intended to break ties]

Zephyr can only cast Thunderwave at Level 1 (she hasn't yet finished her Long Rest and is out of Level 2 Slots). I'd actually forgotten that until I looked at her charactersheet.... Oops! This could be bad.

She rolls 7 HP damage and the monsters all get a DC13 CON Save to take half and avoid being flung back 10ft.



The Undead Druid saves with 13 so only take 3 damage, down to 27/30HP.

The Needle Blight fails on 12, takes 7, down to 4/11 HP and is flung 10ft back.

The Twig Blight fails on 7 and is destroyed.

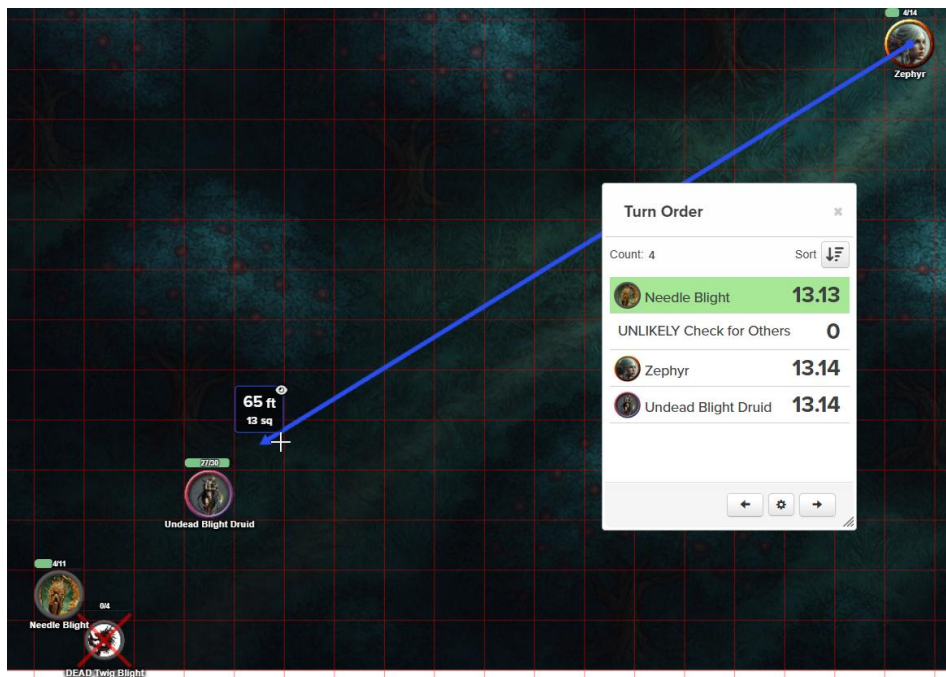
As usual when Zephyr uses the Thunderwave, the enormous boom MIGHT alert more creatures.

Twisting the Question to Yes = good - I'll say it's Likely there are no more.

Ask the Bones Likely: 7 (4,3,1) No But  
Benefits: It didn't take long

I'll interpret the "Benefit" as meaning that any other Blights are further away and will be Unlikely to arrive, check at the end of each round for them to arrive 60ft away. 50/50 chance of each type.

To try and get as far away as she can, Zephyr will use her Cunning Action bonus Action to Dash, and use her move to withdraw 60ft. This gets her 70ft from the Druid and 80ft from the Needler.  
*[I had to move the monsters back on the map as otherwise I'd have run out of room]*



The Needle Blight moves the same speed as the Druid (30ft and can dash for 60ft).

The Druid has two attack spells Blight Bolt (she can cast 60ft, it's like a cantrip so she can do it every round for 2d6) or Blight Wave (a more powerful ability that reaches only 20ft and recharges on a 5/6 but does 4d6!). Fortunately, she can only get close enough for the Blight Bolt.

She runs 30ft and then rolls a 14 with +5 to hit, so it's an easy hit for **10HP**, taking Zephyr to 4/14HP!

The Needler can run 30ft and then take a shot at extreme range with Disadvantage from 55ft away (range is 30/60 for their needles).

Fortunately missing because of Disadvantage with a **6 & 19**.

Now the Unlikely check to see if more creatures join the pursuit (remembering to turn the question so Yes is “good”) so “Are the other creatures still too far away?” and make it Likely).

Ask the Bones Likely: 10 (6,4,1) Yes

### Round 2

Only Round 2 and one more hit is going to take Zephyr down! The Druid is 40ft away and the Needler 55ft away.

Zephyr will use her Cunning Action Dash and sprint 90ft away, trying to get trees between her and any line of sight from ranged attacks.

I’ll make that an Athletics check, but with Dexterity (+2) instead of Strength (-1).

Atheletics fails on a total of 4!

But she is now 130ft from the Druid, so will be out of range of both enemy combatants.

**I’m going to say she will reach her camp, staying out of range, grab her pony and get out of there.**

There’s a chance that the enemies are magically unable to leave the Grove. Let’s go for 50/50 for the Undead and Unlikely for the Blights (remembering to turn the question so Yes = good).

Is the Undead unable to leave the Grove?

Ask the Bones 50/50: 4 (3,1) NO! And  
Drawbacks: It drew attention

Damn! Not only can she leave the Grove, but she is bringing reinforcements – more Blights. So, I won’t even bother asking if the Blights can leave.

As the pursuers seem relentless (probably tireless), the only way to escape seems like crossing the river again, which nearly killed Estel last time.

I’ll say I’ve lost much of my equipment (Rations, Messkit, Torch, Bedroll & Alchemists Supplies).

### Step 5: Check for an IMMEDIATE Additional Scene

Is there an ADDITIONAL Scene?:YES - There is a new Scene immediately, before you have time to recover. Choose a Chosen Scene Focus and then roll for the Scene Focus as usual.

Seems like Zephyr is out of luck today.

## SCENE 03 – Exit Pursued by Monsters!

### Step 1: Choose your preferred type of Scene

I could try for a COMBAT: Scene and hope for RESCUE or a SOCIAL Scene and hope for AUTHORITY to run into a Patrol who might help, or a KNOWLEDGE Scene to learn that the undead might be Fergal Shar? I think, as I can already see a way out by crossing the River, I’ll try for Knowledge to advance the story.

### Step 2: Roll to see what you get

Scene Focus:KNOWLEDGE

I got Knowledge, but not “Chosen Focus” so have to roll for the Details...



### Step 3: Scene details

KNOWLEDGE Scene:COMBINATION - Roll twice, ignoring further COMBINATIONS

KNOWLEDGE Scene:SECRET - You encounter something secret or learn a secret. Alternatively, you are put in a position where you must struggle to keep a secret. Imagine what it could be and/or how you learn of it or who/what could be trying to wrest the knowledge from you. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed to benefit from the knowledge or keep it hidden.

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.

Couldn't have gone better really. All I have to do now is survive the river crossing.

### Step 4: Play out the Scene

While running back along the path towards the Ford, the recent conversation plays back in Zephyr's head. The Druid has sounded Thyatian with VERY archaic speech patterns and hadn't she said something about her goddess...

I'll try for Investigation first to remember every detail of the scene and win myself Advantage (risking Disadvantage on a Fail). Then make a Religion roll to recognise the goddess Shar and piece it all together.

Investigation+3 only 11, so a Fail.

Religion+ with Disadvantage **12** & **16**, just a success.

Probably as the new day dawns, it eventually dawns on Zephyr that the Undead MIGHT be Fergal Shar, much reduced in power and rotted almost beyond recognition.

### 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.

As we are in the middle of being pursued, I'll ignore the offer of time to rest and press on with the idea to cross the Ford.

I'll use the same skills as before – Animal Handling for Estel, Athletics for Zephyr (but if Zephyr fails, I'll spend my last spell slot to cast a spell and use Tempestuous Magic to fly the last 10ft, giving myself a re-roll.

Just before I plunge into the water and risk both Estel and Zephyr, it occurs to me that MAYBE, as they are creatures of Darkness and Rot, perhaps my pursuers are unable to follow during daylight.

I'd guess this is 50/50 for the Druid. (turning the Question as always). Is the Undead Druid unable to bear Sunlight?

Ask the Bones 50/50: 3 (2,1) NO! And

Drawbacks: It took longer than expected

I'll turn the "Drawback" to mean that the pursuers are close and I have to plunge into the water immediately.

I'll do this as part of the current Scene as it directly follows on.

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

- **Nat 20** – Crosses safely and the enemy can't cross
- **Extreme Success (by 5+)** – Crosses safely and Enemies get Disadvantage to cross
- **Success** – Crosses safely
- **Fail** – 1d6 Damage and have to try again (or re-try with Tempestuous Magic)
- **Extreme Fail (by 5+)** – Get swept back to the starting side of the river 1d6 damage, and captured by the pursuers.
- **Nat 1** – Swept down river (if Pony, Gone forever! If Zephyr, 2d6 damage and separated from Estel and all her baggage and LIKELY captured by Pursuers)

Animal Handling 9 = Normal Fail. 6HP damage.

Estel, who was still slightly injured from last time is down to 4/11HP.

Athletics 10. Normal Fail.

Zephyr uses Mage Hand (Cantrip) to try and help Estel and puts her last Spell Slot into it so she can use Tempestuous Magic to fly 10ft. (gaining a re-roll).

Athletics 15. Normal Success.

Zephyr is across and I'll give the Animal Handling Advantage because of the Mage Hand.

Animal Handling with Advantage **10 & 7**, fails. 5HP damage

Poor Estel goes under and is swept away! This leaves Zephyr screaming with rage, frustration and grief.

Nb. Just as a reminder, Fords wouldn't normally be so dangerous, but the first time I reached one, I rolled some sort of drawback and decided the spring melt water had made the rivers swollen!

Now to find out if the Pursuers can make it across.

I'll say that any Twig Blights would be swept away instantly as they are only small and wooden.

Needle Blights are medium-sized but wooden, so I'll roll once and make it Likely they fail to cross and only worry about how many if they make it.

Ask the Bones Likely: 10 (5,5,2) Yes

So, I only (ONLY!) have the Druid to worry about. If this is really Fergal Shar, then they originally made the other Ford, so have no particular issues with crossing Fords. I'll use an Athletics (Strength) check for the Druid with the same sort of possible outcomes. While she is busy crossing, I'll give Zephyr a couple of shots with Firebolt too.

Firebolt 1 hits with a 17 for 9 damage. Takes the Druid to 18/30HP.  
Firebolt 2 misses with a 9

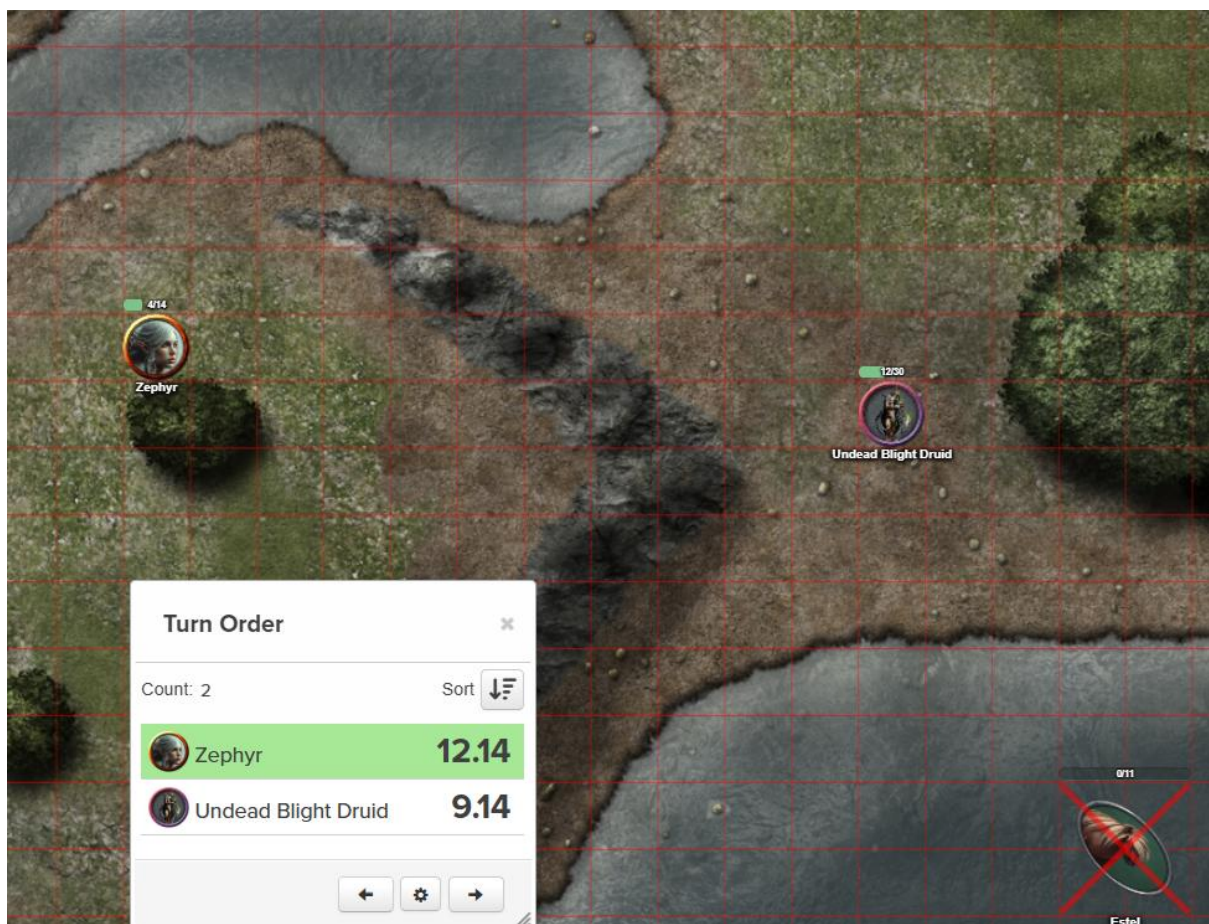
First Athletics (+2) save fails on a 5. An Extreme Fail

The creature is swept back to the far side and takes another d6 (4) damage, down to 14/30 HP. I'll say that will give Zephyr two more Firebolt shots.

Firebolt 3 hits with a 24 but only for 2 damage. Takes the Druid to 12/30HP.  
Firebolt 4 misses with an 11

Second Athletics (+2) save Succeeds on a 20

The monster is across and combat begins again. Zephyr used her time to attack rather than run, so she is stuck in combat again.



## Round 1

Luckily, Zephyr wins Initiative. She could try to outrun the monster, (mechanically possible due to Cunning Action, but I don't like to overuse that mechanism as it seems too unrealistic when the opponents have the same movement rate. I sometimes house-rule that it can only be used to Dash across Difficult Terrain). For this story, the running is over. Zephyr is angry enough over the loss of her pony that she is determined to fight to the death! (Despite having NO Spell Slots left)

Firebolt hits with 18, for 7 damage. Dropping the Druid to 5/30 HP

Zephyr will back off to the next bush and drop prone behind it to give the Druid Disadvantage and herself +5 AC for cover.

The undead monster moves up 30ft and shoots a Blight Bolt at Zephyr.

Disadvantage (for Prone) and vs AC 17 (for the +5 Cover).

Rolls 14, so destroys the bush which instantly wilts to nothing.



## Round 2

Zephyr will stand (using half her movement) and cast a desperate Firebolt before hurling herself prone again behind the next bush.

Firebolt hits with 17, but only for 1 damage! The Druid is on 4/30HP.



The druid closes in and shoots another Blight Bolt

Blight Bolt gets 15 & 7 thanks to the Disadvantage for Prone, so misses. Another bush is destroyed.

## Round 3

There's nowhere left to run now, as even behind the last bush she will be vulnerable to the Blight WAVE attack (4d6).

*She was about to stand and shoot another Firebolt when I re-read her charactersheet and noticed she had some Sorcery Points left.*

*Using her bonus action, she could convert the points into a 1<sup>st</sup> Level slot and step forward to try a final Thunderwave.*

*It doesn't need to hit and is guaranteed to do SOME damage, but it's only 1d8, so half damage on a Save won't be enough even if she gets max damage.*

*On the other hand, if she does Firebolt it's 1d10 damage, so*

I now have an even more desperate plan!!!

She uses the Sorcery Points to get a 1<sup>st</sup> level slot, then stands and fires her Firebolt cantrip.

The Firebolt misses by 1, only getting an 11.

Surely, it's all over now as she stands there awaiting the blight bolt or blight wave that finishes her off...



The Druid uses the Blight Wave power...

Necrotic fire surges from the blight druid. Each creature within 20 feet of the blight druid must succeed on a DC 14 Constitution saving throw. On a failed save, a creature takes **18** (4d6) necrotic damage. On a successful save, the target takes half as much damage.

Constitution Save (+2) = 14, so she takes 9 damage and drops to ZERO.

HOWEVER, she has 1 Spell Slot left, so her **Storm's Rebuke** ability kicks in.

It does 2d10 damage back to the Druid with a DC13 Dex Save for half.  
Rolls 15 points of damage.

The Undead Druid fails the Dex Save and is obliterated! With a last half smile at her final revenge, Zephyr falls into the **blackness of death**.

## Wrap Up

Although that looks like the end for Zephyr, she may survive it.



Unlike monsters, Player Characters get Death Saves, so it's possible (even likely) that she'll wake up. Especially as one of the Solo guidelines for D&D5E in the Augmented Imagination book is that any Death Save Success brings the solitary hero back to 1hp.

I already made the DC6 Wisdom Saving throw to find out if she could resist making a binding pact with Yeenoghu (because of the curse-like temptation effect of the Storm's Rebuke). I'll tell you how that went if there's another Session.

If there is another session...

- That feels like enough to gain her a level – will it be as a Sorcerer, or will she be forced to multi-class across into Warlock? I COULD even twist this a little and do 4<sup>th</sup> Level Sorcerer but take the Magic Initiate (Warlock) Feat to satisfy Yeenoghu!
- How can she now discover the words of release if that Undead Druid was really Fergal Shar?
- If the Quest is doomed, what happens to the Geas Spell?
- Will she have to venture back into the Grove looking for answers?

I didn't give her any Plot Armour for this as far as I can tell. I try to be fair when playing Solo but also allow for chances of good results and try to make bad results not instantly fatal. I don't know if most DMs would normally allow the spell Hellish Rebuke to trigger if the caster is dropped to zero HP. The spell description calls it an Instantaneous Reaction, so it seems OK to me and was certainly a cool story event.

If you are interested in hearing more of Zephyr's story, please let me know.

Hopefully see you next time.