

# Karameikos Solo 005

## 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)

[https://aigm.igm4u.com/solo\\_example\\_004.pdf](https://aigm.igm4u.com/solo_example_004.pdf) (Guardian of the Ford)

You can find Augmented Imagination First Edition FREE at

[https://aigm.igm4u.com/Augmented\\_Imagination.pdf](https://aigm.igm4u.com/Augmented_Imagination.pdf)

A Web Page with all the Tables and Oracles is at <https://aigm.igm4u.com/aigm.html>

## Last Time...

- Zephyr was left for dead on a rocky outcrop by the Ford across the Highreach River after her fight with the Undead Blight Druidess who is probably the corporeal remains of Fergal Shar. (apparently Fergal, Priestess of the goddess Shar).
- Zephyr's pony (actually her mother's pony), Estel, was swept away by the current trying to cross the Ford as they fled from their pursuers.
- After an epic and desperate cat-and-mouse combat with the undead Druidess, Zephyr's last conscious act was to make a vengeful strike with her spell Storm's Rebuke (a version of Hellish Rebuke that does Thunder damage instead). As she hit the dirt, the Storm's Rebuke finished off the undead Druidess.

## Just to finish off the previous Additional Scene...

### Step 5b: 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 there is no immediate Scene, Zephyr's Death Saves will determine if she lives or dies...

Death Save 1 = **3** Fail

Death Save 2 = a **Nat 1** (Normally this is two Fails which would be enough to finish her off, however, one of the guidelines for playing a solitary character in D&D5E in my Augmented Imagination Solo Framework is to ignore the negative effects of Nat1s for Death Saves, and the double damage for Nat20s when enemies hit the solitary character.

So, it all comes down to this...

Death Save 3 = **13 – She Lives!** I was genuinely worried!

The Augmented Imagination adjustments for solitary heroes suggest that any Successful Death Save, restores the character to 1hp.



Her hour's nap doesn't count as a Short Rest as she was not conscious when it began!

We'll imagine that some time has passed since dawn, and the sun has had time to rise above the surrounding hills.

Zephyr is still in a pretty terrible position and needs a Short Rest to recover a few Hit Points and a Long Rest to recover everything else. I mentioned in the wrap up for last session, that she would be going up a level, but my usual rule for that is that it occurs only after a Long Rest. I'm thinking that she started at 3<sup>rd</sup> Level and by the 4<sup>th</sup> Session, can rise to 4<sup>th</sup> Level. Another 5 sessions, to 5<sup>th</sup> Level and so on – but this isn't rigid, as she might accomplish nothing in 5 sessions or accomplish a lot in 3 or 4.

Because I'm a big softy I was VERY tempted to let Estel the Pony survive too, but I'll resist. Sometimes it is best to let the consequences of bad decisions (or just bad rolls) stand.

## SCENE 01 – Aftermath

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

Knowledge (as there's the least risk of triggering another combat, and I could do with a clue as to how to proceed!)

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

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| Scene Focus:ENVIRONMENT |
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### Step 3: Scene Details

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| ENVIRONMENT Scene: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. |
|--|

It's too foolish to go back to the Grove (with the potential for more Blight creatures) while on 1 HP, so this "thing" worth finding needs to be around here.

Just in case the Blight Druid re-generates or re-animates later, she will skewer it through the heart with a wooden stake made from driftwood.

Let's find out if it has any treasure or anything to definitively prove it was once Fergal...

Let's imagine some things that it could be...

1. A piece of Jewellery monogrammed F
2. A Tattoo of their own name or an F hearting an image of the goddess
3. A Locket with a name inscribed
4. An ancient Journal
5. A key to a Vault (probably in or under the Grove)
6. The Corpse Speaks!!!

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| Rolled a 4 – Ancient Journal |
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#### Step 4. Play out the Scene

This is going to need deciphering. I've already mentioned that the undead spoke Thyatian and Zephyr's mother is Thyatian, so her "common" will include Thyatian as well as Traladaran.

However, if it's Fergal's journal from when they were alive, it's nearly a 1,000 years old.

Seems like an Investigation Check could do it. I'll imagine the range of outcomes...

- |  |
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| <ul style="list-style-type: none"><li>➤ Nat 20 – Learn How to Release the Naga</li><li>➤ Extreme Success (by 5+) – Learn something (how to bypass Grove Protections and nature of the Fruit)</li><li>➤ Success – Learn something (CHOOSE nature of the Protection OR the Fruit)</li></ul>                          |
| <ul style="list-style-type: none"><li>➤ Fail – Learn nothing</li><li>➤ Extreme Fail – Learn nothing and waste so much time you have to check for an Encounter (50/50)</li><li>➤ Nat 1 – as above but LIKELY and also be Surprised for the first Round if it's a Combat or at Disadvantage if it's a Save</li></ul> |

I'm going to claim that Thyatian being her Mother Tongue and her Guild Membership of the Apothecaries Guild making her used to deciphering ancient tomes, she can have Advantage.

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| Investigation <b>22</b> & 16 = Extreme Success |
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Not quite everything she was hoping for, but pretty good.

I could roll for a couple of Sparks for ideas, but I think I see a way to handle it...

#### Bypassing the Monsters in the Grove

It seems the eyeless Blight Creatures weren't always obedient, but they can understand her orders in simple Thyatian. She had a 2<sup>nd</sup> Level spell called Wither & Bloom (from the Strixhaven book) that uses a withered vine twisted into a loop and she has trained them to recognise and fear that. So as long as Zephyr is waving that around, she should be able to keep the things at bay.

### What is the Grove For?

The Fruit seems like it should be magical and the purpose of the Grove, especially as Fergal seems to have dug and maintained irrigation channels (they were what led Zephyr to the place in the previous episode).

In order to make my Sorcerer a bit more likely to survive, I'll imagine that the apples are Apples of Healing, but that using too many causes Corruption and Rot that would give you a magical disease (not curable by simple means like Cure Disease or Paladin's Lay on Hands) that will eventually transform you into an Undead Blight Creature like Fergal. Like the "gift" from Yeenoghu at the Gnoll Stone, it's something that tempts you to use it, but has a concealed cost. I'll go for the same sort of escalating DC Save, but for CON starting at DC5. You must pick them by night, when they look nice (an illusion) but they are really rotten and riddled with worms.

*This sort of risky (or moral dilemma) magical gift is a bit of a frequent signature of mine. I often include things like this in my group games to lure Players into using things they know are ultimately bad for them!*

Perhaps Fergal has been trying to convert travellers into undead servants for Shar all this time. There may be entire cults of Shar filled with such blighted folk!

I didn't find the answer for the Naga, so I will probably have to visit the Grove.

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

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| 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. |
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Zephyr takes a Short Rest and has a couple of Hit Dice left to spend to try and recover some HP.

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| Zephyr spends her last 2 HD and gets 5 + 3 and is on 9/14HP. |
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"Does she make it through a Long rest undisturbed?"

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| Ask the Bones Likely: 8 (5,3,3) Yes But<br>Drawbacks: It made future attempts harder or was only a temporary success |
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I'll interpret that as she get the benefits of the Long rest, including Levelling Up, as Night begins to fall, but Zephyr is now terrified of this particular Ford and would be at Disadvantage trying to cross!

I'll say that Zephyr was carrying just 1 day's Rations and the rest was left behind when she fled from the camp after running from the Grove. She eats her last ration and MAY be able to recover some of her possessions if/when she gets back to the campsite if local scavengers haven't taken it.

## Levelling Up

I rolled a “2” for my Wisdom (+1) = 3 Save vs DC6 against the Vengeful Wrath caused by Storm’s Rebuke!

I’m still going to go for 4<sup>th</sup> Level in Sorcerer but then take the Magic Initiate Feat as a Warlock to fulfil the requirement caused by the Storm’s Rebuke. The urge to become a full Warlock will continue at DC7 Wisdom next time the Spell is used.

Hit Points go up to **28**. I had forgotten one of my own guidelines for solitary heroes in the Augmented Imagination book – MAX HP at **every** level, so Zephyr should have 6 (+1 for Con) x 4 = **28HP**. The same guidelines also suggest that she gets **MAX healing from all sources** too. That would have made things a little bit less frantic!

### Spells Known (new in red)...

5 Cantrips & 5 Spells for Sorcerer, 2 Cantrips & 1 Spell for Magic Initiate (Warlock) Feat

Sorcerer Cantrips: 1) Fire Bolt 2) Mage Hand 3) Control Flames 4) Green-Flame Blade 5) **Light**

Warlock Cantrips: 1) Minor Illusion 2) Prestidigitation

Sorcerer 1<sup>st</sup> Level: (4 slots) ~~Feather Fall~~, 1) Detect Magic, 2) Thunderwave

Warlock 1<sup>st</sup> Level: **Armour of Agathys** (once per Long Rest)

Sorcerer 2<sup>nd</sup> Level: (3 slots) 3) Knock 4) **Misty Step** 5) **Wither and Bloom** (a Strixhaven spell)

Bonus Spell from the Gnoll Stone: **Storm’s Rebuke** (re-flavoured version of Hellish Rebuke)

### Wither and Bloom

2nd-Level Necromancy

**Casting Time:** 1 action, **Range:** 60 feet, **Components:** V, S, M (a withered vine twisted into a loop), **Duration:** Instantaneous

You invoke both death and life upon a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical vegetation in that area withers.

In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot above 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

I **un-learned** Feather Fall so I could learn another 2<sup>nd</sup> Level spell, **Wither and Bloom** partly as it fit the story that I could have learned it from Fergal’s Journal, but also as it’s a way for a Sorcerer to get some instant minor Healing if I cast it with myself in the area of effect.

I chose **Armour of Agathys** because it fits the theme of vengeful strikes that has emerged for Yeenoghu, the Gnoll Demon Lord.

## SCENE 02 – Returning to The Grove of Shar

After the 8-hour sleep and the other 1-hour Scene of searching the corpse, since dawn it's probably late afternoon when she's ready to head back to the Grove.

As I intend to return to the Grove, I'll use Misty Step to teleport across worst of the Ford without needing to use Athletics (especially now I'm afraid of this particular Ford and at Disadvantage due to the upsetting loss of Estel).

It's not far along the riverbank to where she had camped before finding the Grove.

"Are her Rations still there?"

Ask the Bones 50/50: 4 (2,2) NO! And  
Drawbacks: It drew attention

"Was the Attention just from more Blights?"

Ask the Bones Likely: 11 (6,5,2) YES! And

Rather than roll for a minor Benefit, I'll say that they took the rest of her stuff too and she is **LIKELY** to find it later inside the Grove.

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

I'll go for a Knowledge Scene.

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

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

### Step 3: Scene Details

I'm choosing Religion, with the idea that something like markings on tombstones (the equivalent of R.I.P. for Rest In Peace) might give a clue to Fergal's Words of Release.

**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.

### Step 4. Play out the Scene

As this is a bit of more of a stretch than most of my ideas, I'll make it require a **DC 18** Religion check.

Oh well, only 14 so, it fails.

### 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 enters the Grove, holding aloft the twisted vine loop she took from the Undead Druidess.

## SCENE 02 – In the Grove

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

Environment, hoping for EXPLORATION

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

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

So, I'll choose EXPLORATION.

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|---|
| ENVIRONMENT Scene: 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. |
|---|

Could there be some sort of Crypt beneath the Grove, the Lair/Resting Place of Fergal? I could use Investigation to locate the entrance and will cast Detect Magic to give me Advantage (assuming it could be hidden by magical means).

I'll imagine the range of outcomes in a way that could push the story forward...

- Nat 20 – Discover the Crypt and it contains Loot & the secret of How to Release the Naga
- Extreme Success (by 5+) – Discover the Crypt and it contains Loot and MAY be able to learn How to Release the Naga
- Success – Discover the Crypt but no clue about the Naga (would have to stay and study for a few days to get a chance)
- Fail – CHOOSE ... Do Not find the Crypt, or find it but get attacked by Blights?
- Extreme Fail – Find nothing and waste time until Nightfall, get attacked by Blights
- Nat 1 – Fergal is REBORN in the Crypt at Nightfall

I'll also make a little table of possible Blight Encounters in the Grove...

1. 1d6 Twig Blights & 1d6 Needle Blights
2. 2d6 Twig Blights & a Vine Blight (4HD, Challenge ½)
3. Animated Wood Statue (8HD, Challenge 2) from "Monster Manual Expanded"
4. Undead Servant of Shar
  1. Shadow (3HD, CR1/2)
  2. Ghoul (5HD, CR1)
  3. Specter (5HD, CR1)
  4. Wight (6HD, CR3)
  5. Ghast (8HD, CR2)
  6. Wraith (9HD, CR5)
5. Fergal Reborn
6. Roll twice ignoring further 6s

Designing things like this (even if they don't get used because I roll a success) is part of the fun (at least for me) and adds tension around the actual roll of the dice. It's also good practice for future GMing to try and come up with interesting/fitting results that won't be instant death sentences (although a Wraith will probably be too powerful and adding the chance of a combination is a huge risk too). I'm already thinking of possible alternatives to DEATH such as "Shar might take me to replace Fergal as the Servant of the Grove!"



#### Step 4. Play out the Scene

Now we've got a good range of possible outcomes, let's go for the Investigation (with Advantage for casting Detect Magic).

Investigation +3, I get 12 & **17**. Extreme Success thanks to the Advantage.

In the (apparently) deserted Grove, Zephyr finds a concealed entrance to an underground crypt.

It contains a sarcophagus (open) that was clearly Fergal's resting place, and the Blight Druid seems to have used it as a magical workshop. Perhaps it was even Fergal's home when she was alive.

I'm going to use the lowest of the Treasure Hoard tables from the 2014 Dungeon Master's Guide, page 137 (but grant myself a minimum of 1 Magic Item). It's potentially a lot of treasure for a single character, but it's the first chance at magical treasure in 5 episodes.

| TREASURE HOARD: CHALLENGE 0–4 |                           |                                       |    |               |
|-------------------------------|---------------------------|---------------------------------------|----|---------------|
|                               | CP                        | SP                                    | EP | GP            |
| Coins                         | 6d6 × 100 (2,100)         | 3d6 × 100 (1,050)                     | —  | 2d6 × 10 (70) |
| d100                          | Gems or Art Objects       | Magic Items                           |    |               |
| 01–06                         | —                         | —                                     |    |               |
| 07–16                         | 2d6 (7) 10 gp gems        | —                                     |    |               |
| 17–26                         | 2d4 (5) 25 gp art objects | —                                     |    |               |
| 27–36                         | 2d6 (7) 50 gp gems        | —                                     |    |               |
| 37–44                         | 2d6 (7) 10 gp gems        | Roll 1d6 times on Magic Item Table A. |    |               |
| 45–52                         | 2d4 (5) 25 gp art objects | Roll 1d6 times on Magic Item Table A. |    |               |
| 53–60                         | 2d6 (7) 50 gp gems        | Roll 1d6 times on Magic Item Table A. |    |               |
| 61–65                         | 2d6 (7) 10 gp gems        | Roll 1d4 times on Magic Item Table B. |    |               |
| 66–70                         | 2d4 (5) 25 gp art objects | Roll 1d4 times on Magic Item Table B. |    |               |
| 71–75                         | 2d6 (7) 50 gp gems        | Roll 1d4 times on Magic Item Table B. |    |               |
| 76–78                         | 2d6 (7) 10 gp gems        | Roll 1d4 times on Magic Item Table C. |    |               |
| 79–80                         | 2d4 (5) 25 gp art objects | Roll 1d4 times on Magic Item Table C. |    |               |
| 81–85                         | 2d6 (7) 50 gp gems        | Roll 1d4 times on Magic Item Table C. |    |               |
| 86–92                         | 2d4 (5) 25 gp art objects | Roll 1d4 times on Magic Item Table F. |    |               |
| 93–97                         | 2d6 (7) 50 gp gems        | Roll 1d4 times on Magic Item Table F. |    |               |
| 98–99                         | 2d4 (5) 25 gp art objects | Roll once on Magic Item Table G.      |    |               |
| 00                            | 2d6 (7) 50 gp gems        | Roll once on Magic Item Table G.      |    |               |

Rolling only for Silver & Gold... 1600 silver & 40 Gold

*At least she can afford to buy her mother a replacement pony now.*

Roll 94 – 2d6 x 50GP gems, 1d4 x Magic Item F

- 7 x 50GP Gems
- 4 Magic Items
  - Boots of Striding & Springing
  - Bracers of Archery
  - Wand of the War Mage, +1
  - Headband of Intellect



Strictly speaking, she'd only know these things are magical (thanks to the detect Magic Spell) not what they are, but I think she'd risk putting on the Headband and then with the increased intelligence that gives, she'll be able to work out what the others do.

However, it takes an hour (a Short Rest) to Attune each item, so let's see if she gets the time before something else occurs. For each hour spent Attuning, I'll make the check for an Additional Scene.

As each of these items requires an hour for Attunement and D&D characters can only Attune to 3 items, I have a choice to make.

#### 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 gets chance to Attune the Headband and finds her thinking much clearer.

#### HEADBAND OF INTELLECT

*Wondrous item, uncommon (requires attunement)*

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher. *(she originally had 16 INT)*

#### WAND OF THE WAR MAGE, +1, +2, OR +3

*Wand, uncommon (+1) (requires attunement by a spellcaster)*

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack

And finally, will choose the Boots over the Bracers as movement options MIGHT be better for her than either Armour Class or Accuracy (the most likely benefits from unknown bracers). She'll spend the extra hour to Attune the Bracers, just to see what they do

#### BRACERS OF ARCHERY

*Wondrous item, uncommon (requires attunement)*

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

She can probably sell the Bracers or find somebody to give them to. Then another hour to De-attune and Attune the Boots...

#### BOOTS OF STRIDING AND SPRINGING

*Wondrous item, uncommon (requires attunement)*

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

It's definitely dark outside by now.

The earlier EXTREME Success got her the result that she MAY be able to discover the secret to releasing the Naga as part of this Scene, so let's try and imagine what that could be...

I guess it will take an Arcana Check. I'll again imagine the range of outcomes in a way that could push the story forward...

- Nat 20 – A ritual phrase that is mentioned in Fergal's writings. Also learns about the secret purpose of the Fruit and the existence of Blighted Cult Members.
- Extreme Success (by 5+) – A variation of the Dispel Magic spell mentioned in Fergal's writings. Something Zephyr would need to learn or find a Scroll to cast.
- Success – A specific Item she would need to find and hold while chanting a ritual phrase
- Fail – CHOOSE ... as "success" but get attacked by Blights
- Extreme Fail – Find nothing and waste time, get attacked by Blights
- Nat 1 – Fergal is REBORN in the Crypt during the night

|   |
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| Investigation (+4 now, thanks to the Headband) 17. Extreme Success. |
|---|

She should probably report this back to the Naga. Maybe it can cast the spell itself? Maybe it can release the Geas, so Zephyr can continue adventuring until she becomes powerful enough to learn Dispel Magic (needs another Level as it's a 3<sup>rd</sup> Level spell and she doesn't get those until she's 5<sup>th</sup> Level).

## Wrap Up

Let's say she finds her stolen belongings inside the Crypt too, shuts the door and props it closed with the lid of the Sarcophagus and falls into an exhausted sleep.

It's not too far back to the Naga.

She will be encumbered carrying her own gear now. She could really do with a Bag of Holding.

Maybe sleeping in a Crypt inside the Grove of the Goddess of Darkness and Decay is not the best choice...

**"... for in that sleep of death, what dreams may come."**

*Hamlet's soliloquy, William Shakespeare*

