

Karameikos Solo 006

Using AUGMENTED IMAGINATION to play D&D5E SOLO



I asked Copilot (Smart GPT-5) to make a more HALF-ELF version of Zephyr (smaller ears) and with her new Headband of Intellect and Wand of the War-Mage. I like it!

I 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.

This session, I decided to show how I'd use the solo framework to handle...

A TYPICAL FIVE-ROOM **DUNGEON DELVE!**

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)

https://aigm.igm4u.com/solo_example_003.pdf (Guardian of the Ford)

https://aigm.igm4u.com/solo_example_004.pdf (Exit Pursued by Monsters)

https://aigm.igm4u.com/solo_example_005.pdf (Return to the Glade of Shar)

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

Last Time...

- Zephyr returned to the Grove of Shar and located a Crypt (resting place and workshop of the Undead Blight Druidess “Fergal Shar”)
- She discovered treasure (Gold, Silver and four magic items)
- She also learned of a special variant of the Dispel Magic spell, that can release the Naga – Wadrima. She isn’t high enough level yet to learn Dispel Magic, but maybe Wadrima can do it herself?
- Exhausted, Zephyr locked herself in the Crypt and fell into an exhausted sleep.

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

SCENE 01 – The Crypt BENEATH the Crypt

I wish I’d thought of this BEFORE giving Zephyr the treasure, but sometimes, you just get carried along by the emerging story.

As dungeons are such a key part of the RPG experience, I now want to demonstrate one way in which dungeon delving can be handled with the Augmented Imagination Solo Framework.

You **COULD** get hold of a pre-made map (perhaps from <https://dysonlogos.blog/maps> (or draw one yourself if you are lucky enough to have the talent).

You **COULD** use various different sets of dungeon room tiles, perhaps on cards like the Deck of Dungeons, or use their online generator at <https://mythical.ink/rpg-tools/dungeon-generator>.

You **COULD** use the excellent generator at https://donjon.bin.sh/fantasy/5_room

However, I sometimes prefer to not know the layout of the map in advance and generate the rooms and room content as I progress, and that’s how I plan to do it today. I’ll use the Donjon 5-room generator and screen-grab individual rooms (regenerating after each room) and piece them together as best I can.

I’ll still be using Augmented Imagination’s Basic Procedure for the type of Scenes and would normally make a list of “Possible Encounters” just as I would with “Random Encounters by Biome”, starting with a couple of entries that fit the setting and rolling a dice size just a bit bigger than my list. In this case though, I created a list of possible Shar-related encounters with Blights and Undead in the previous Session, so will start with that.

Step 5b: Check for an IMMEDIATE Additional Scene

While sleeping in the Crypt...

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 somehow (perhaps just the sheer exhaustion and relief) gets a Long Rest. She thinks it’s around dawn (but it’s hard to tell in the lightless Crypt). Although she has Darkvision, she’ll use her new Cantrip and “LUMOS!” she casts Light on the tip of her new wand.

The magical glow illuminates a crack in the floor beyond the open sarcophagus. A mark shows that a portion of the wall swings open, revealing rough-hewn steps leading down below the Grove!

Step 0: Decide how many Scenes your current Activity should be

This is just like when you start a Journey, what's the MINIMUM number of Scenes you think it should take to explore this dungeon? (Additional Scenes don't count against the total, so you can't be sure EXACTLY how many rooms there will be). If you don't want to have any idea, you could roll a d20 after each Scene and if you roll under the number of Scenes, you've reached the end. If you want more of a Mega Dungeon, then you could make it a d100, or decide that once the d20 comes up under the number of Scenes, you discover stairs down to the next Level.

I'm going for a single-level 5-room Dungeon as it's a common trope in D&D type games. This doesn't have to mean there are only 5 rooms, just that there will be 5 significant Scenes. You might imagine moving through endless halls of abandoned chambers, or finding one complex chamber filled with different traps and summoned guardians. The key thing for Augmented Imagination is just the number of interesting/challenging Scenes that you experience.

Step 1: Choose your preferred type of Scene

I'll choose COMBAT. I think it's likely there is a Guardian to prevent trespassers from entering this place, the inner sanctum of Shar, Goddess of Darkness and Decay. Probably something from the list of the creature types I'd listed as possibles for the Grove in the previous session...

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

I'm going to replace "**Fergal Reborn**" and "**Roll Twice...**" with a Mechanical Trap (4d6) and a Glyph of Warding (6d6) instead. I'll make Fergal a possible but unlikely Boss Monster with a chance to encounter her that grows with each **Additional** Scene that occurs. Zephyr will use her Detect Magic spell to try and spot magical traps or invisible creatures.

So, if I get 1 Additional Scene, there will be a 1-in-6 Chance, a second Additional Scene, 2-in-6 chance etc. If I haven't encountered her by the 5th (and final Room) I'll determine whether Fergal is the Boss Monster, or if it's something else.

Step 2: Roll to see what you get

Scene Focus:COMBAT

But not "Chosen Focus" so I have to **roll** for Scene Details.

Step 3: Scene details

COMBAT Scene: AMBUSHED - Your party is about to be ambushed by enemies. 'Identify a Target' then choose or 'Roll for Motive' and then determine whether you are SURPRISED using your Game Mechanics or 'Ask the Bones'

I rolled a 6 on the list of probable encounters, which is the Powerful 6d6 Glyph of Warding, most likely doing Necrotic or Poison damage.

Step 4: Play out the Scene

The “determine whether you are surprised” can be interpreted as “what are you doing that could detect this trap”.

Detect Magic (which lasts up to 10 minutes) should automatically spot the Glyph, but MAYBE it's been placed in an unusual place, or MAYBE there are lots of sources of minor magic that act to conceal it. I'll go for Investigation and give Advantage for the Detect Magic spell.

Investigation (+4) = 12 & **13**, so she spots it.

Now, can she find a way around it? Perhaps there is something in the Journal? I gave her Advantage on deciphering the Journal, so I'll do that again.

Arcana 10 & **14**, Success

So, there is something that suggests you need to be carrying the twisted loop of vine (the component for the Wither & Bloom spell) to safely pass. I'll say that is LIKELY to be correct if Zephyr risks trying to pass. Reading the Journal will have taken long enough her Detect Magic has expired.

She could also use Misty Step to teleport beyond the effect. I'll do the Misty Step, as 6d6 is quite a lot of damage to risk!

She teleports 30ft down the stairs, beyond where her Detect Magic spell showed the Glyph ended.

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 could roll for Sparks to suggest what it looks like down here, but I'll just imagine the tunnels are dank and foul-smelling, probably dug by enslaved Blight creatures or undead slaves. There are fungal growths oozing everywhere!

SCENE 02 – Into the Depths

Step 1: Choose your preferred type of Scene

Zephyr will cast her once-per-day Armour of Agathys (the 1st level Warlock spell from her new Magic Initiate feat) and a shimmering frost armour appears for a moment and then sinks into her skin leaving nothing but a barely perceptible glisten. It lasts up to an hour and grants 5 temporary Hit Points (indicated on her Token in the VTT) and a retributive strike against anything that hits her while she is protected.



I'll choose COMBAT. I still think it's likely there is a Guardian to prevent trespassers from entering. If I'm luck enough to roll CHOSEN FOCUS, I get to determine the situation myself rather than rely on the dice.

Step 2: Roll to see what you get

Scene Focus:COMBAT

Again, not Chosen Focus, so have to roll the details.

Step 3: Scene details

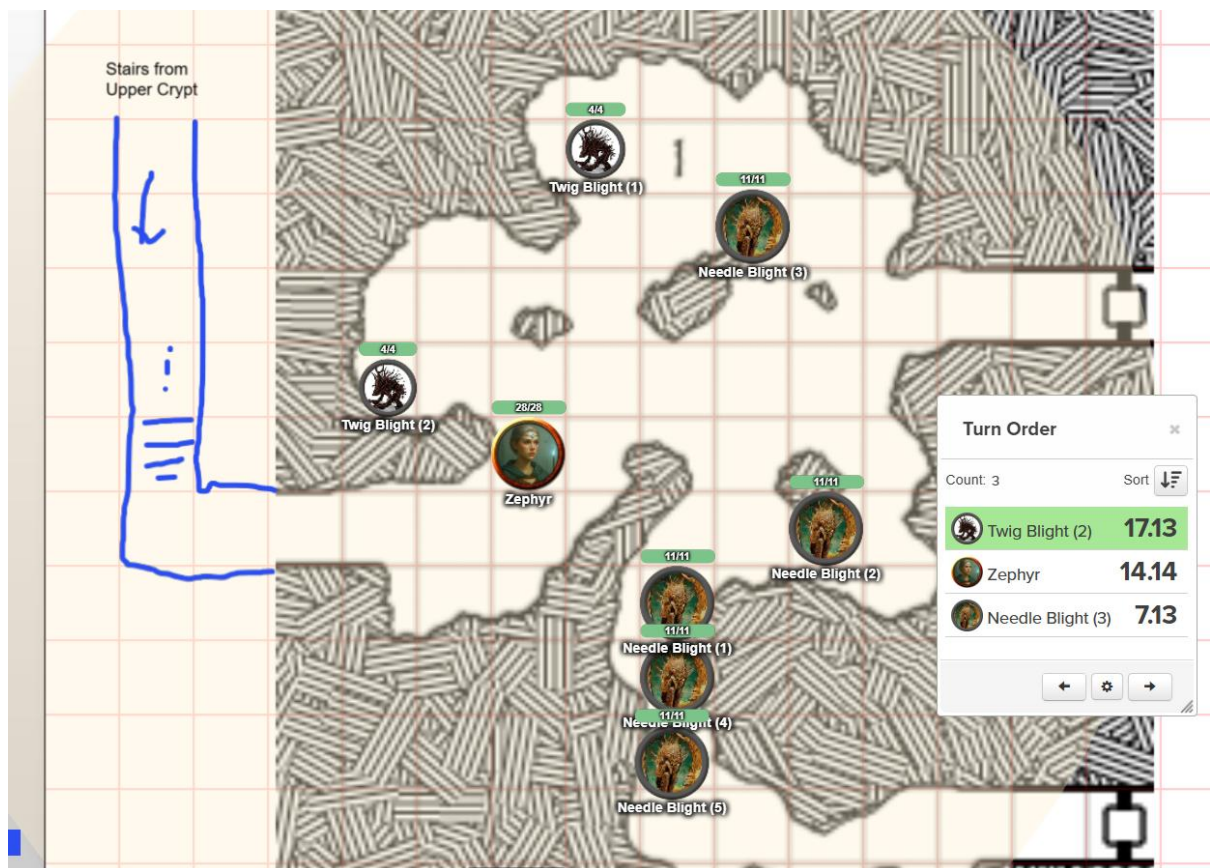
COMBAT Scene:AMBUSHED - Your party is about to be ambushed by enemies. 'Identify a Target' then choose or 'Roll for Motive' and then determine whether you are SURPRISED using your Game Mechanics or 'Ask the Bones'

Ambushed Again! I rolled a 1 this time, so a number of Twig (1d6=2) and Needle (1d6=5) Blights attack from various alcoves.

I grabbed a section of a random map from the generator at https://donjon.bin.sh/fantasy/5_room and loaded it into Roll VTT. I picked one that seemed to have lots of places I could be ambushed from!

Step 4: Play out the Scene

Perception 22 , so she's not surprised.



Round 1

Unfortunately, she rolled badly for Initiative and will be swarmed by the monsters before she can act. [I later realised I mis-read the initiatives and let all the monsters go first!]

Twiggy 1 moves in and attacks.

Claws +3 = 20, for 4 Damage. This reduces Zephyr's Temp HP to 1 and results in the frosty backlash from the Armor of Agathys. The 5 Cold damage, kills the Twig.

Twiggy 2 will do the same (these things are too dumb to worry about killing themselves).

Claws +3 = 7, misses.

The first of the Needle Blights could either move in and use a Claw, or attack from Range with Needles. I'll say the Needles are more Likely, but twist the question so that Yes is "good" (if it moves-in it will grant cover against other ranged attacks and get backlash from Agathys) so I have to make the "good" alternative Unlikely. Will it move-in?

Ask the Bones Unlikely: 4 (1,3,5) NO! And

Rather than roll for a Drawback, I'll say it moves, shoots and then moves further to make room for its allies to get their own shots.

Needles +3 = 13, hits for 11 damage.

Ouch! Temp HP and Agathys spell are gone and Zephyr is already down to 18/28HP. Another one like that and she's finished!

Needler 2, will it move-in?

Ask the Bones Unlikely: 4 (2,2,5) NO! And

Oh No! Same result again.

Needles +3 = 9, misses.

Needler 3 will it move-in?

Ask the Bones Unlikely: 5 (1,4,4) No

At least it doesn't move out of the way.

Needles +3 = 7, misses.

Needler 4 will it move-in?

Ask the Bones Unlikely: 4 (1,3,6) NO! And

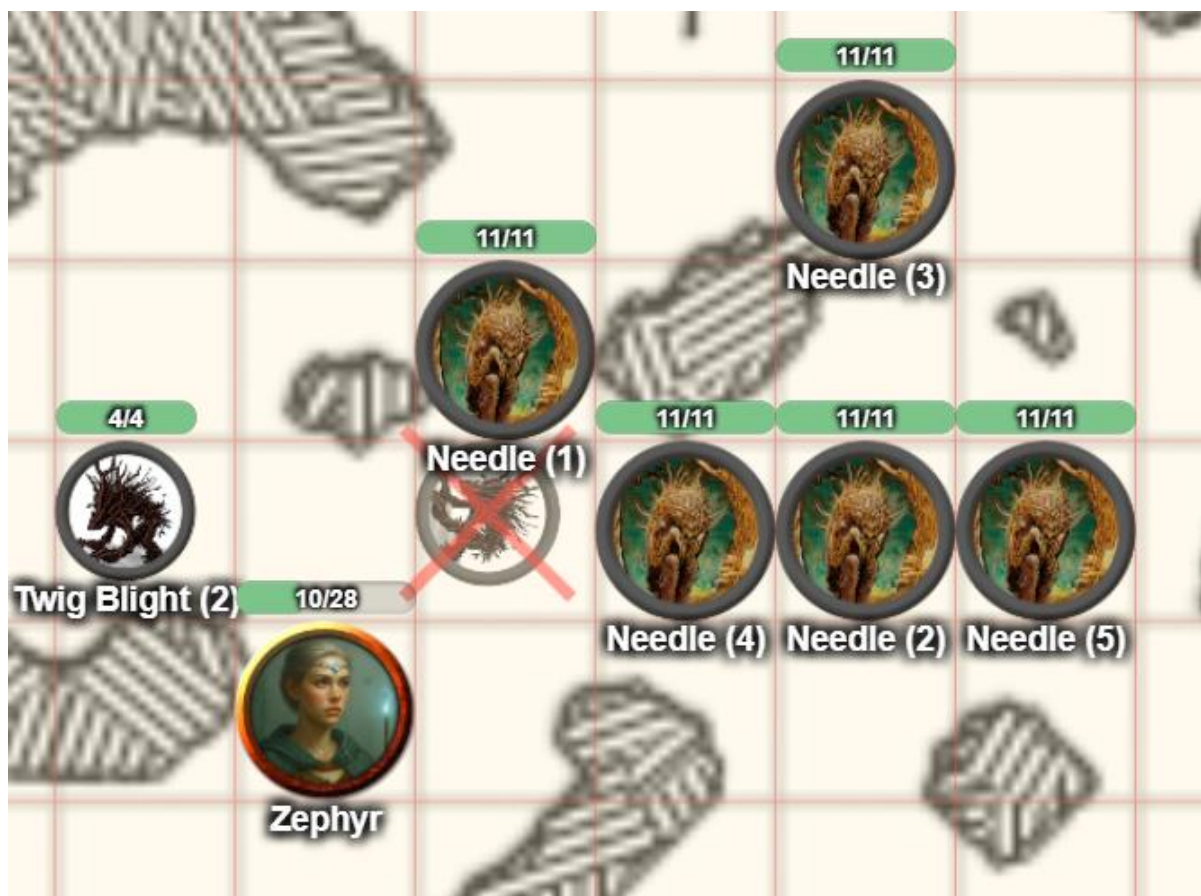
Fortunately, if it doesn't kill me, it doesn't have enough move to get out of the way of the last one.

Needles +3 = 10, misses.

The last one moves up into the chamber but can't get a clear shot. Zephyr has +5 to her AC due to the other two Needler bodies in the way.

Needles +3 vs AC17 = 19, hits for 8 damage.

Zephyr is down to 10/28HP with one of the Twig Blights still adjacent to her, but all the Needlers are at a distance.



She could try to flee, or could try to take out four Needlers with a 3d8 Thunderwave, or could try to injure all five Needlers with Wither & Bloom and get herself 10HP healing at the same time.

With an inward scream of rage, she takes one step up and right towards the Needlers, triggering an attack from the adjacent Twig Blight.

Twig Blight Claws +3 = 17, for 5HP

Zephyr drops to 5/28HP. She triggers her reaction spell Storm's Rebuke, doing 13 damage, Dex Save DC13 for half damage. The Twig Blight is killed either way.

Then the Thunderwave, cast with a second level spell slot for 3D8...does 15 damage with a DC13 Dex Save for half. Three of them fail and are flung back and destroyed. One saves on a nat20 and takes only 7HP.

Wisdom Save DC7 vs the Lure of the Storm's Rebuke = 17, but the DC goes up to 8 next time.

Finally, she'll use her Cunning Action to Disengage and get around a corner to the south for cover and so only one could get at her next round.



Round 2

With more than 50% of the enemies dead, or after any devastating display of power (like killing one with a rebuke and three with a blast, all in the same round), I usually give the remaining enemies a Morale check using Ask the Bones. Fleeing would normally be Likely, so...

Ask the Bones Likely: 8 (**4,4**,1) Yes But Drawbacks: It cost something, or cost more than expected

I'll imagine that the creatures flee up the stairs, are not affected by the Glyph and push the Crypt Door closed at the top!

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.

It takes a while for Zephyr's heart to stop pounding (and mine!).

She'll sit for an hour to get a Short Rest, just renewing her Light Cantrip when it runs out.

I'm going to say that using this Scene for an hour's rest makes the "Additional" Scene count towards the check for whether I encounter a reborn Fergal or not.

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.

After the Short Rest, she'll spend 3 Hit Dice to get (max $3 \times 7 = 21$) and be back to 26/28HP. She'll save her last remaining Hit Dice for when she needs it!

That fight was against the foe(s) I had thought were the weakest, but rolling for 5 Needlers and then losing Initiative made it much tougher than expected. She only has 2 1st Level Slots and 1 2nd Level Slot left and can't use Armor of Agathys again until after a Long Rest.

Do I encounter Fergal Reborn (1 in 6)? No

SCENE 03 – The Two Doors of Shar

On the map I chose, there are two doors out from these twisted tunnels.

Step 1: Choose your preferred type of Scene

I'll choose Knowledge and hope to learn something about what's beyond the doors. I intend to cast another Detect Magic to detect any magical traps (down to only one 1st Level Slot).

Step 2: Roll to see what you get

Scene Focus: CHOSEN FOCUS (Choose or Roll Scene Details)
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Chosen Focus, so I can CHOOSE the details.

Step 3: Scene details

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'll say there are runes of a religious nature (written in Thyatian) on both doors. Both have magical effects, and the runes provide a clue to worshippers of Shar as to which one is "good" and which one is "bad".

Step 4: Play out the Scene

I'll use Religion skill to try and puzzle out what the runes signify...

- | |
|--|
| <ul style="list-style-type: none">➤ Nat 20 – Understand the Runes and Advantage on the next Challenge➤ Extreme Success (by 5+) – Understand the Runes➤ Success – Understand one of the Runes |
| <ul style="list-style-type: none">➤ Fail – Don't understand the Runes➤ Extreme Fail – Waste enough time that you need to check (LIKELY) for a hostile encounter➤ Nat 1 – Sure you understand the Runes, so you pick a door and get Surprised for the first Round or at Disadvantage if it's a Save |

Religion (+4) = 18. Extreme Success.

I'll assume that one of the doors is another 6d6 Magical Glyph of Necrotic damage and the other is something else... Something LIKELY Beneficial (1. Cure Spell, 2. Bless for next Scene, 3. Owl's Wisdom spell for the Next Scene, 4. Inspiration, 5. Bardic Inspiration (d8) once for next Scene, Temporary Hit Points (2d6) for the next Scene) or ELSE something beneficial only to Shar worshippers but useless to non-worshippers.

It's 50/50 which door I learn about. I get the non-Glyphed door, but the "benefit" is only relevant for Shar Worshippers.

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.
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Opening the southern door seems Likely to not hurt me, just no benefit...

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

Do I encounter Fergal Reborn (2 in 6)? YES

I'm going to say this encounter with Fergal happens DURING the next Scene, rather than before, to let me have a chance to learn something useful (or to get softened-up if it turns out to be a battle!).

SCENE 04 – The Magic Circle

I turn the handle and open the southern door using Mage Hand cantrip from 30ft away.

Step 1: Choose your preferred type of Scene

I'll choose Knowledge again.

Step 2: Roll to see what you get

Scene Focus: CHOSEN FOCUS (Choose or Roll Scene Details)
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I can CHOOSE the details.

Step 3: Scene details

MAGIC: You encounter/discover something or someone magical. Imagine what it could be. 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.
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I'll imagine that this chamber contains a ritual circle in which the servants of Shar can cast powerful spells, boosted by the magic seeping down from the Grove.

If Zephyr can understand it, while standing in the Circle, she can cast spells that count as if using Higher-Level Spell Slots (based on her Level of understanding of the magic circle).

- Nat 20 – 9 Spell Slot Levels are stored, you can use as many at once as you want
- Extreme Success (by 5+) – 9 Spell Slot Levels are stored, you can use up to 3 of them at a time
- Success – 1d6 Spell Slots are stored, they all get used at once
- Fail – 1d6 Spell Slots are stored, they all get used at once, but you take 1d6 necrotic damage for each one (unknown peril) nb. Fergal is immune to Necrotic damage! Fergal Appears from the Stairs and will get Bless from the door.
- Extreme Fail – Waste enough time that you need to check (LIKELY) for a hostile encounter. Fergal Appears through the Double Doors, revealing whatever Encounter awaits in there!.
- Nat 1 – Fergal Materializes inside the Circle, so can use the additional Spell Slots herself straightaway

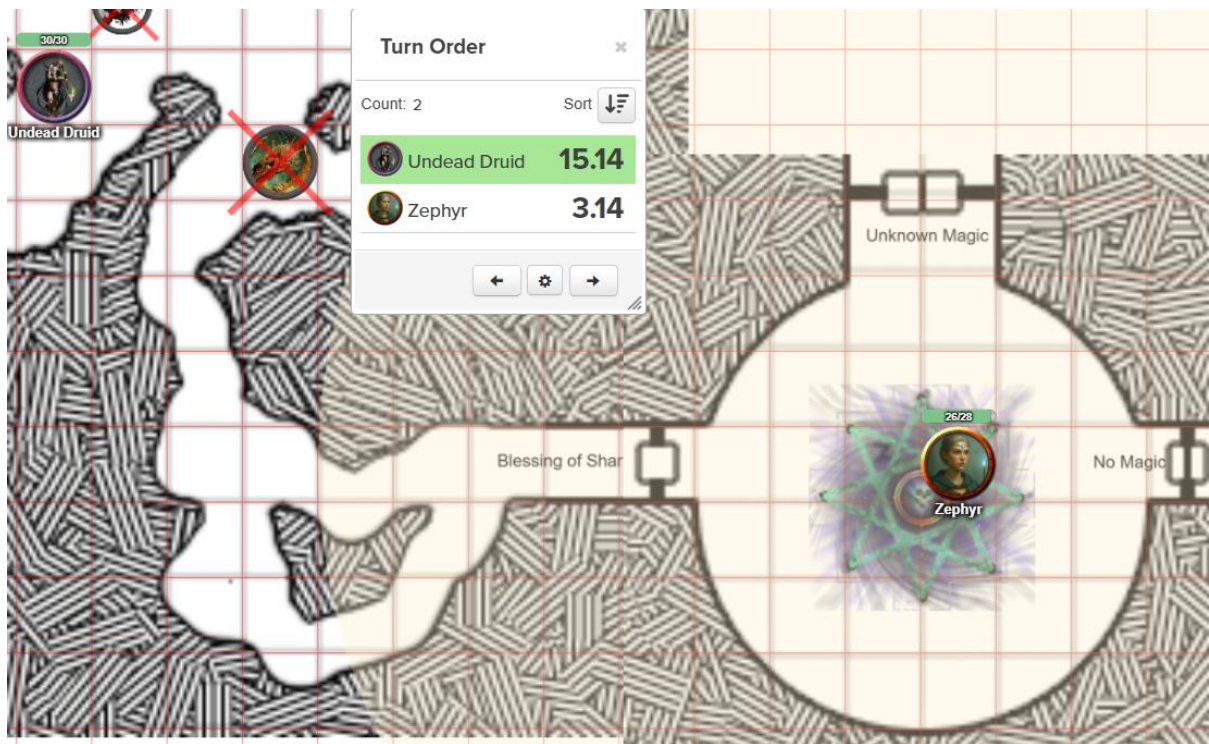
Step 4: Play out the Scene

I'll use a Religion Check to try and get Advantage (risking Disadvantage) on an Arcana check to understand the Circle.

Religion +4 = 9 so get Disadvantage on the Arcana Check Arcana +6 = 11 & 17 so fail to understand.

Zephyr knows that the Circle will probably lend additional Spell Slots to a casting but doesn't know it will damage her. Fergal comes racing downstairs from the upper Crypt, screeching in rage.

I'll play out this Boss Battle immediately, during the current Scene. If it involves going through any doors, I'll work out what's there if/when it becomes revealed. The Undead Druid is racing in from top right of the map and wins Initiative.



Round 1

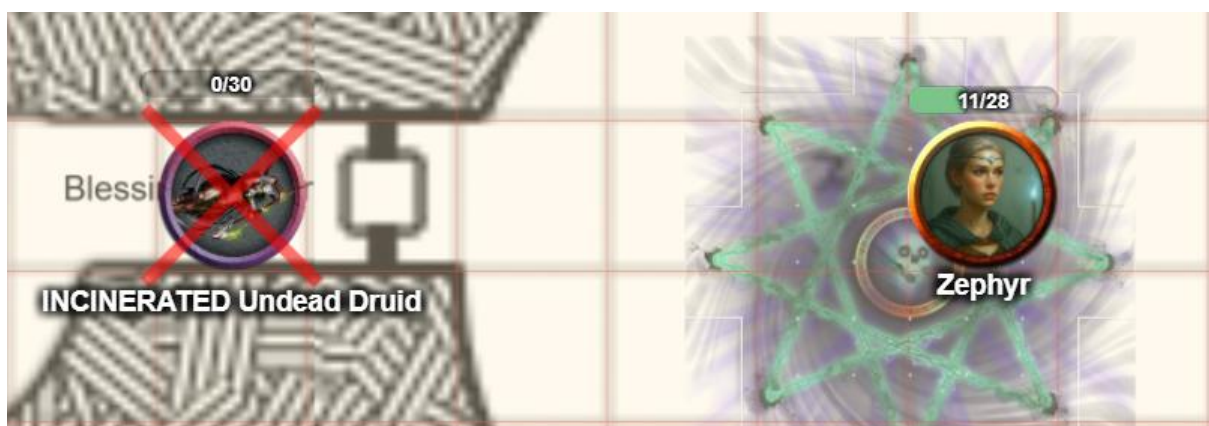
Fergal races around the tunnels, reaching the doorway (1 square short of getting the Blessing of Shar).

I think Zephyr will be desperate and will call in ALL the available power of the Circle (unknown 1d6 Slots) and channel it into her Firebolt Cantrip. I'll say it adds power to the Cantrip by +1d10 damage and +2 to hit for each Level of boost.

Rolled 4 for the number of Levels of boost available.

Firebolt with +8 to hit and +4D10 damage = 16 to hit, 1 + 31 = 32 Damage, just enough to kill her

The evil power racing through Zephyr does her 4d6 damage... 15, down to 11/28HP



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 repeatedly blast the Undead with firebolts until the body is completely cremated this time. MAYBE that will stop her from coming back. (I'll say that it's **Almost** Certain she can't regenerate from that and certainly not until after 24 hours).

She's too depleted to safely continue, so will have to risk at least a Short Rest here.

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.

She recovers 7 HP using the last of her Hit Dice, then tries for a Long Rest.

Is she undisturbed?

Ask the Bones 50/50: 8 (5,3) Yes But
Drawbacks: It took longer than expected

I'll take that to mean, it's so hard to relax in this place that it takes until Nightfall, so I'll make the check to see if there's any sign of the charred remains regenerating.

Is Fergal finally finished?

Ask the Bones Almost Certain: 12 (**6,6**,5,2) YES! And

For the "And", I'll grant Zephyr Inspiration as she realises Fergal is gone forever and the oppressive darkness lifts a little, even in this dismal place.

It occurs to me that this "final" death of Fergal, MIGHT (Almost Impossible) be enough to release the Naga. I'll check when/if Zephyr returns to the Ford.

SCENE 05 – Daydreaming

I'm going to assume there are only two chambers left in this 5-Scene Undercrypt. The small door to the east and the double doors to the north that were probably the same room that the other door from the tunnels led to, the one protected by another 6d6 Necrotic Glyph of Warding.

Perhaps the MAIN Chamber is where the Apples are magically processed? (Seems Likely).

Perhaps the MINOR Chamber is for storage? (Seems Likely)

I'd already decided that because I got a good haul of Loot from the Crypt above, there isn't going to be much down here other than a few of the magical apples (although Zephyr doesn't know that).

Step 1: Choose your preferred type of Scene

I'm going to stick with Knowledge and examine the doors carefully with Detect Magic for a trace of Glyphs and also scan the Magic Circle to see if any power boosts are building back up in it.

Step 2: Roll to see what you get

Scene Focus:SOCIAL

Step 3: Scene details

SOCIAL Scene:ROMANCE - You (or somebody in your party, or somebody from your 'People & Other Monsters' List) gets the chance for Romance. If you are playing with others, check whether this topic is acceptable and use the Lines & Veils procedure to determine whether to go into details or even skip it altogether. 'Identify a Target' to see who is available, and then imagine who you (or they) could become romantically interested in. If you aren't directly involved, you could 'Identify a Target' twice.

I was tempted to ignore this result as there is nobody around for Zephyr to get involved with. However, she did meet that young Corporal Agatar (back in Session 2).



He had seemed to be more interested in young Jen, the Goat Farmer's daughter, but perhaps he has been popping into Zephyr's thoughts a bit while she was resting.

Perhaps she ought to check in with the Corporal to see how young Jen is doing and whether he managed to get her home safely...

Step 4: Play out the Scene

I recently wrote an article about how I would use Romance in a game that isn't usually about Romance, so I might as well practice what I preach and take a look at that.

https://aigm.igm4u.com/Romance_in_Solo_RPGs.pdf

The article describes a mechanical advantage to falling in love. Each success in a Romance gets you Inspiration and if you reach a happy/stable romance, you can have more than one Inspiration at a time.

Following the guidelines ... Zephyr will get Emotional Hit Points equal to $5 + \text{Level (4)} + \text{Wisdom Modifier (1)} + \text{Charisma Modifier (3)} = 13$

Does she think Corporal Agatar was interested in her? I'll risk an additional 2d4 Emo HP damage to add +5 to the roll.

Insight (+3) +5 = 19 An Extreme Success

She has a good idea whether he does or not. Let's say it's **LIKELY** (as Zephyr is a good looking, competent and confident young woman).

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

I'll say that the "And" means she thinks she saw a smile and a twinkle in his eye as he said farewell.

The Romance Advances to +1 out of 3 and Zephyr gains Inspiration (although she already has it). If she reaches +3 in the Romance, then she'll be able to store additional Inspirations. I think she'll need to actually meet Agatar again to reach +3 but I'm imagining that she is emotionally committing to the idea of a Romance (making herself vulnerable to disappointment/rejection) even though he's not there.

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 06 – Waking Nightmares

After losing herself for a while in daydreams about Agatar, Zephyr pulls herself together and examines the doors, deciding to try the smaller one.

Step 1: Choose your preferred type of Scene

Knowledge

Step 2: Roll to see what you get

Scene Focus: SOCIAL

Step 3: Scene details

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.

My first thought when this one cropped up was that it didn't seem to make sense. But with a couple of minutes' thought...

Perhaps the evil magic of this place and some fraction of the Will of Shar threatens Zephyr with terrible consequences for her desecration of Shar's Grove. Images of her family and loved ones (now including Agatar!) being hunted down and slaughtered by Shar's followers assail her.

Step 4: Play out the Scene

I can imagine the effect being similar to the 4th Level D&D spell **Phantasmal Killer** but it's purpose is to drive Zephyr out of the place so, if the damage reduces her to zero HP, she'll flee and not dare to return. I'll imagine that the "damage" isn't REAL and (as she's just gained 13 Emotional Hit Points and the attack features Agatar, I'll attack the Emotional Hit Points with 2d6 per round rather than 4d10 per round against her 28 HP. But the damage can be fleeting after the spell wears off.

I'll go for either a DC15 or DC20 Wisdom Save (considered Moderate or Hard difficulty on p238 of the Dungeon Master's Guide 2014 edition).

"Will it be Moderate Difficulty?"

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

So DC20!

Round 1

Zephyr will use her Inspiration on the Save to get Advantage.

Wisdom (+1) Save Rolls 9 & 4 so Fails and takes 5 Psychic Damage.

The pleasant image of Agatar turns to horror as she sees him being dragged off to Shar's altar for torture and sacrifice! She's reduced to only 8/13 Emotional HP

Round 2

Wisdom (+1) Save Rolls 12 so Fails again and takes 4 more Psychic Damage.
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Down to 4/13 Emo HP

Round 3

Wisdom (+1) Save Rolls **8** so Fails again and takes 4 more Psychic Damage.

Down to Zero Emo HP, overwhelmed with the horror, she flees back to the surface, screaming.

In her panic, can she remember the Glyph on the stairs? I'll make that a normal difficulty Intelligence Save (DC12) but she's at Disadvantage due to being at Zero Emotional HP.

Intelligence (+4) Save at Disadvantage = **13** & 15. Just remembers in time.

Shaken but at least partially back in control of herself, she remembers the Glyph and notices that the door back into the upper Crypt is shut! She left it open but the Needle Blights that fled from her earlier pushed it closed to trap her!

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'm imagining a secret door made of stone, resting on iron hinges, pushed closed from above and with the heavy lid of Fergal's sarcophagus resting on it. If she can get out, it's Likely that the two remaining Needle Blights are in the chamber too. The brief respite recovers her Emotional Hit Points (as I'd decided to make the mechanical effects fleeting, but she's permanently Frightened by the Under Crypt!)

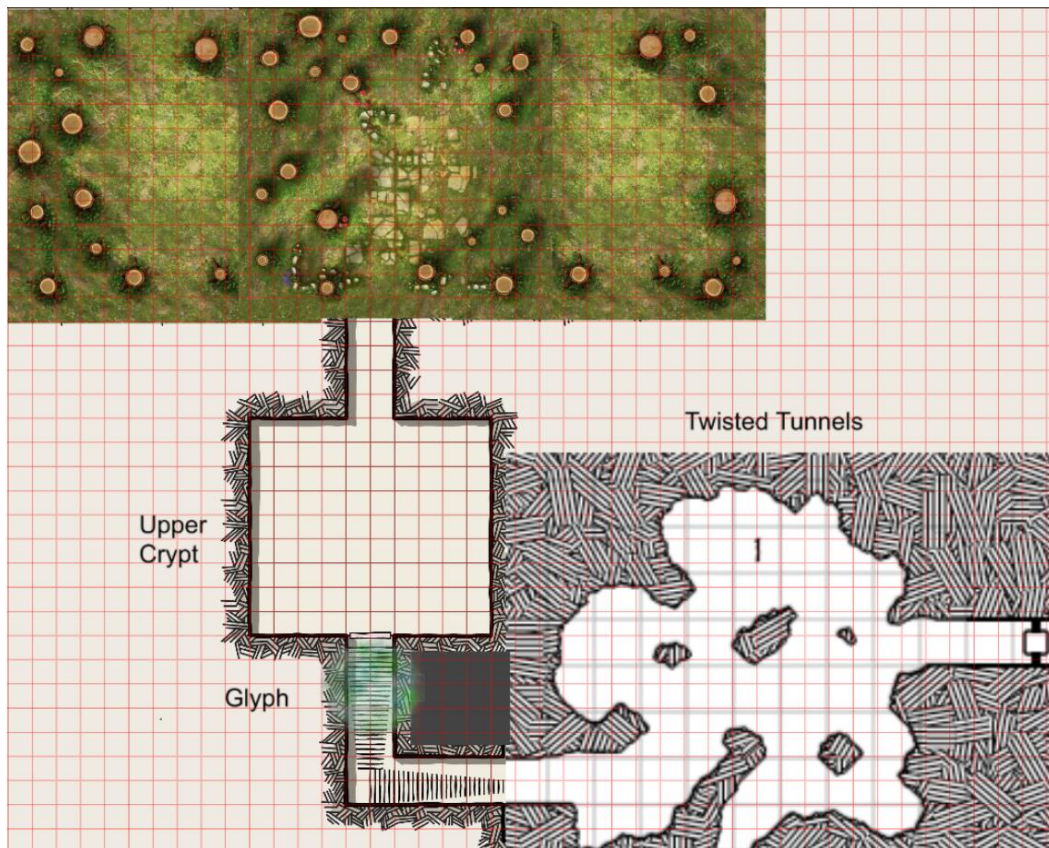
Is there a clear top step beyond the Glyph for her to teleport to with Misty Step?

Ask the Bones Unlikely: 4 (1,3,5) NO! And

I don't like to pile more and more doom onto myself, but I'll interpret the "And" as being a possibility (LIKELY) that there are additional servants of Shar waiting above.

SCENE 07 – Breaking Out

I haven't yet got a plan for how she can break out of this.



I drew the stairs and upper crypt in Dungeon Scrawl, added the twisted tunnels cave from Scene 02 below it and grabbed a couple of random forest tiles to show the Grove outside.

Zephyr is probably cowering on the landing, just short of the green 6d6 glyph area, biting her fingernails!

Step 1: Choose your preferred type of Scene

Knowledge (let's hope for Magical Knowledge). I said in the first Scene that there MAY be a way to not trigger the Glyph by carrying a twisted vine symbol (Likely). Perhaps with more Knowledge, I could turn that into Almost Certain!

Step 2: Roll to see what you get

Scene Focus:Knowledge

But not "Chosen Focus" so have to roll...

Step 3: Scene details

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

Rolling on the Rumour table...

RUMOUR:POINTS TO A THING: - Imagine or Roll on your 'People & Other Monsters' to determine who knows this rumour. The 'PERSON/MONSTER'...wants...Choose something or roll on the Sparks Tables or roll on your 'Treasure & Things' or roll on the 'Random Encounters by Biome' for a random biome

This is the second Scene Details result in a row that hasn't given me an instant idea. The Rumour can't easily come from a Person or even a Monster while Zephyr is alone on the stairs. Maybe it comes from the horrific visions that she just suffered...

Step 4: Play out the Scene

Zephyr was trying to forget/ignore the horrific visions that had driven her to leave the under crypt, but something is nagging away at her... something she half-spotted in the waking nightmares.

I'll go for Arcana to decipher what it was...

- Nat 20 – Seeing a twisted vine badge on all the servants of Shar would make it Almost Certain how to pass the Glyph AND some clue about being able to command the Blight Creatures or kill them through the door via the Wither & Bloom spell.
- Extreme Success - Seeing a twisted vine badge on all the servants of Shar would make it Almost Certain how to pass the Glyph
- Success – Seeing a twisted vine badge on all the servants of Shar would make it Likely to only take half damage from the Glyph or none on a successful save
- Fail – Waste enough time that it's Likely more enemies arrive outside
- Extreme Fail – Waste enough time that you need to check (LIKELY) for a hostile encounter coming from below!
- Nat 1 – Waste enough time you are attacked from above AND below!

Arcana (+6) gets 12. Success.

She now thinks that having the twisted vine emblem is Likely to negate the Glyph (what she had learned before) and even if it triggers, she's Likely to be partly shielded.

No time like the present...

She steps onto the upper stairs clutching the twisted vine. Does she NOT trigger the Glyph?

Ask the Bones Likely: 7 (4,3,1) No But Benefits: It didn't draw attention
--

Is she partly shielded?

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

As I put a green cloud for the Glyph, I'll say it's 6d6 Poison damage = 17, so she needs a DC15 Constitution Save...

Con (+2) Save = 17 so because of the emblem of Shar NO DAMAGE.
--

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 reaches the door. I'll say that the Glyph will refresh at nightfall.

SCENE 08 – The Upper Crypt

I wasn't sure what to do, so did my usual re-read of her charactersheet and spotted the 2nd Level Spell KNOCK! This can un-bar a door, so I figure it can knock away the thing the monsters have leaned against this one.

She will cast her once per day Armor of Agathys again for 5 temporary HP, then try to burst in and surprise her unknown enemies.

Step 1: Choose your preferred type of Scene

COMBAT (hoping to choose AMBUSH for the Scene Details)

Step 2: Roll to see what you get

Scene Focus: Combat

But not "Chosen Focus" so have to roll...

Step 3: Scene details

COMBAT Scene: COMBINATION - Roll twice, ignoring further COMBINATIONS COMBAT Scene: COMBINATION - Roll twice, ignoring further COMBINATIONS COMBAT Scene: COMBINATION - Roll twice, ignoring further COMBINATIONS COMBAT Scene: BRAWL - You get into a fight that is not intended to be lethal. 'Identify a Target' then choose or roll for Motive. COMBAT Scene: RESCUE - Either YOU are rescued by, or you have the chance to rescue, an NPC or NPC party. 'Identify a Target' then choose or roll a Motive for the enemy. Rolling on the Rumour table...

What a set of rolls! I'll have to check what enemies there are, but it seems Shar has ordered me to be taken alive. This will mean that the monsters will have to use Melee Attacks only (as in D&D5E you can't subdue with ranged attacks and spells). My house rules for non-lethal attacks are that unsuitable weapons get Disadvantage. I will however, let the monsters grapple and Zephyr is physically not that impressive.

We know there are two Needle Blights (one was injured but has had time to recover 1d8=8 and is back to the full 11HP). It was LIKELY that other monsters had arrived (so turn that over so that Yes is "good". Are there no additional monsters?

Ask the Bones Unlikely: 4 (1,3,5) NO! And

For the "And", I'll go for **TWO** rolls on the Shar Monsters table I listed in Scene 01. I'll replace "Fergal Reborn" with some NEW HORROR that I can dream up if needed!

Rolls 4 & 1. Undead Servant (I get a Ghoul) and more Twig (4) and Needle (1) Blights
--

I haven't decided who the RESCUERS can be, but here's 6 ideas...

1. Wadrima the Naga (already been released from the Ford by the destruction of Fergal?)
2. Corporal Agatar
3. Corporal Agatar and a 2-man Patrol
4. A Paladin of some god in opposition to Shar
5. Spirits of Fergal's previous victims (Shadows? Or Skeletons?)
6. A Moon Dog

They can arrive on an escalating chance at the end of each Round, 1 in 6, then 2 in 6 etc.



Step 4: Play out the Scene

Are the monsters surprised? I'll give them Wisdom saves DC13 (Zephyr's spell save DC)

The first 3 Twigs are surprised. All 3 Needlers are surprised. The Ghoul is surprised. Just one Twig Blight was ready.

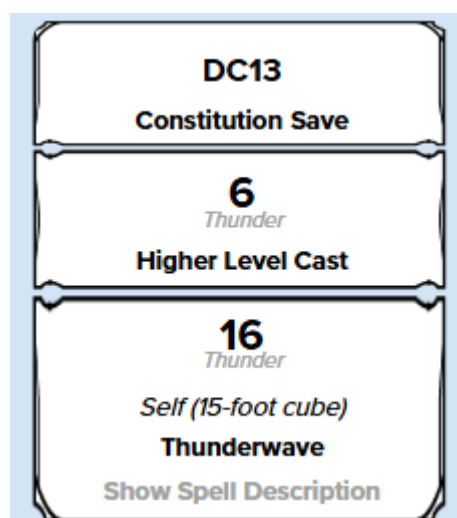
Round 1 (Surprise)

The surprised Ghoul does nothing.

Zephyr will take 2 steps diagonally to the group on the right and Thunderwave (2nd Level) at Twigs 2&4, Needler 3 & the Ghoul. She'll spend 2 Sorcery Points to use Quickened Spell and cast it as a Bonus Action planning to step back again and then blast Twig 2 with Fire Bolt as her Action.

The Thunderwave does 22 Damage! (two 8s and a 6)

It's enough to kill both Twigs, and the Needler whether they save or not. Even the ghoul will only survive if it makes its save...



Ghoul CON Save = 11, so it dies too.

Starting to look like she may not require rescuing after all.

She steps back and blasts at Twig 2 (with Advantage as it is surprised)

Fire Bolt (+6 thanks to the War Mage Wand) 9 & **19**, hits for 5 damage.

Twig 2 is crisped too!

Needlers 1 & 6 are surprised, so is Twig 1.

At the End of Round, do Rescuers arrive? 1-in-6, NO

Round 2

Zephyr will try to do the Thunderwave again against the Twig & Needler on her left and then maybe step between the benches on the left to prevent being flanked. If either survive, she'll step away from them to let them get a free attack and let the Armor of Agathys damage them.

Thunderwave at 2nd Level, but only 10 damage this time. (her last 2nd Level Slot)

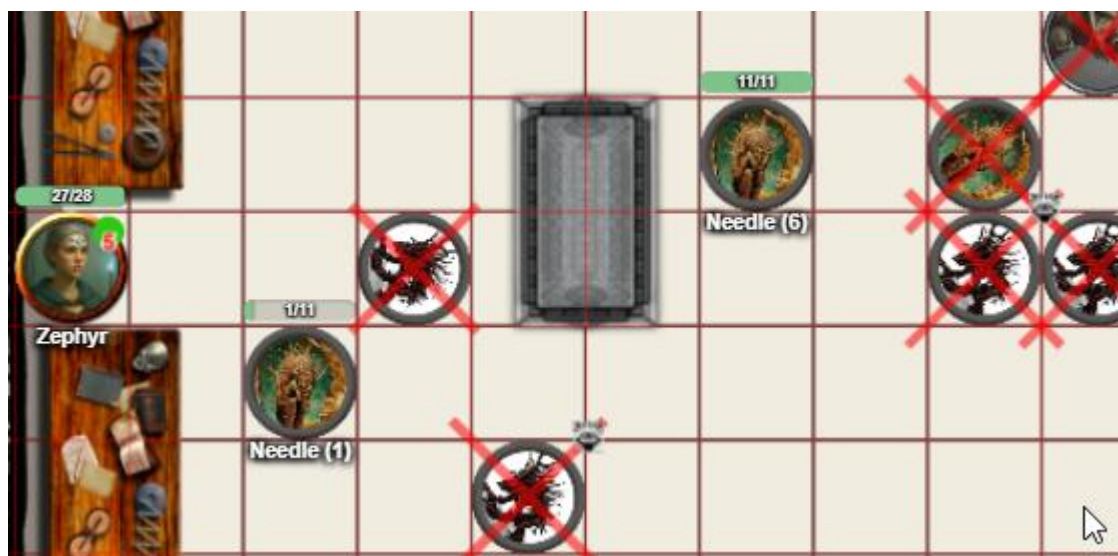
Still enough to destroy the Twig.

Needler 1 Con Save = 19 so half damage = 5. Down to 6/11 HP and not flung away.

Zephyr steps past it to provoke an attack and get between the benches.

Needler 1 Claws (+3) = 19 for 6HP damage.

The attack wipes out Zephyr's 5 Temp HP and takes her to 27/28 HP. The backlash from the Agathys does 5HP damage to the Needler taking it to 1/11 HP. Not quite enough.



Needler 1 moves in for another claws attack.

Needler 1 Claws +3 = 16, for 6 HP.

Zephyr is at 21/28 but the Needler is blocking the other one from being able to strike this round.

It's very tempting to have the Storm's Rebuke lash out and kill it, but Zephyr doesn't want to surrender to the temptation of Yeenoghu and become a Warlock.

At the End of Round, do Rescuers arrive? 2-in-6, NO

Round 3



Thunderwave at 1st Level will get rid of the wounded one and hopefully hurl the other one back.

Thunderwave = 11 Damage.

Needler 1 is destroyed.

Needler 6 Saves with a 16 and is down to 6/11.

She should probably have done the Metamagic trick again so she could finish it off with a firebolt, but I didn't think if it.

She'll step up close in case it runs, so she can get an attack as it goes.

I'm not going to roll for Morale this time as they seem to have received orders from Shar to capture Zephyr, it isn't going to flee.

Needler 6 Claws (+3) = 17 for 6 damage.

Zephyr down to 15/28 HP

At the End of Round, do Rescuers arrive? 3-in-6, NO

Round 4

Hopefully one more Thunderwave will finish this thing.

Thunderwave only 5 damage this time.

It fails the save and is flung 10ft back, down to 1/11 HP. But it rushes back in...

Needler Claws (+3) = 11. Finally misses one

4-in-6 The Rescuers Arrive

A bit of an anti-climax. Roll d6 to see who it is...

Rolls 6. A Moon Dog (12HD, Challenge 5 Celestial



A truly strange creature (wasn't quite what I imagined/remembered either).

The Needler is quickly dispatched and Zephyr is healed.

*To make it seem worthwhile the Moon Dog having been sent, outside in the grove there are **dozens** more dead monsters!*

The Moon goddess is very pleased to have had Fergal destroyed and sent the Moon Dog to ensure Zephyr escaped from the Grove.

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 imagine that the Moon Dog stays until the moon goes down in the morning, long enough to remove the stain of Shar from the Grove and gives Zephyr three Apples (with the corruption of Shar removed from them). Based on the abilities of the Dog, one will act as a Potion of Healing 2d4+2, one will do Neutralize Poison and one will do Cure Disease).

Wrap Up

If you are enjoying Zephyr's story, or have any suggestions/questions, please let me know.

Next Session she intends to return to Wadrima to tell her what's happened and explain about the Dispel Magic variant spell that can release the Naga.

Hopefully see you next time.