

Karameikos Solo 007

AUGMENTED IMAGINATION with 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 5th Edition. Hopefully this can be a guide to one possible way to play an RPG without a GM.

The earlier sessions can be found at...



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

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

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)

https://aigm.igm4u.com/solo_example_006.pdf (The Crypt Beneath the Crypt)

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

Last Time...

- Zephyr completed the 5-room Dungeon below the Grove of Shar
 - She finally destroyed Fergal Shar the Undead Druidess
 - Getting a RESCUE Scene, an unnamed Moon Goddess sent a Moon Dog to save her (although she had rescued herself by the time he arrived!)
 - There are still two rooms unexplored in the Dungeon but Zephyr became overwhelmed by nightmares while in there and is now reluctant to go back.
 - She received three magic apples from the Moon dog (after the Grove of Shar was cleansed). One each of Healing, Cure Disease & Neutralize Poison
- She began to think ROMANTICALLY about Corporal Agatar.
- She intends to return to speak with Wadrима
 - Maybe the Naga is now released as Fergal (who bound her to the Ford 1,000 years ago) is now dead.
 - She knows that a variant casting of Dispel Magic can be used, but that spell is currently beyond Zephyr's power level
 - Maybe she can talk Wadrима into releasing her from the Geas spell so that she doesn't pass out whenever she does something not directly linked to the release of the Naga!
- She really needs another Pony or a Mule to carry her stuff.
- She has no rations left.

SCENE 01 – Returning to Wadrima

The Moon Dog hands over the three apples, bids her farewell and teleports off as the moon fades into the morning sky.

It's only a short journey back along the river to the Ford. Zephyr is fully rested and restored so can Misty Step across to avoid the risk of failed Athletics checks.

Step 1: Choose your preferred type of Scene

Knowledge (and if I get it, I can assume I'm back to Wadrima's Ford with no problems).

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.

Zephyr's list of known enemies (from the "People & Other Monsters" List) consists of...

1. The Leader of the Bandits that Zephyr killed in Session 1
2. The Gnolls (killed a few herself then Wadrima swept a bunch of them away in the river including a Gnoll Witch Doctor)
3. Servants of Shar (who might learn that the Grove has been cleansed & Fergal killed)
4. Servants of Yeenoghu (MAYBE not liking her decision to only pick up the Magic Initiate version of Warlock)
5. Possibly (but Almost Impossible) Jen the Goat Farmer's daughter, if she was romantically interested in Corporal Agatar but Agatar had kept talking about Zephyr!
6. Empty, so make up something new if this comes up
7. Empty, so make up something new if this comes up
8. Combination, roll twice ignoring further 8s

I rolled a 2, so Gnolls

Maybe the Witch Doctor survived and has been tracking Zephyr, looking for revenge.

As this is a **SOCIAL** Scene, maybe they see each other across the Highreach River, before Zephyr has Misty Stepped across and they exchange "pleasantries". I think any Gnolls would be reluctant to risk crossing to get her, because of what happened last time.

Step 4: Play out the Scene

Let's imagine that the Witchdoctor is the sole survivor of the incident at the river. I'm using the statblock from the Monster Manual Expanded on Roll20 which gives him 30 hit points, but because we've already learned that Yeenoghu likes Armor of Agathys and Hellish Rebuke, I'm giving him those spells instead of Revivify & Guiding Bolt & Banishment & Hold Person.



Gnoll Witch Doctor (modified) HD 7d8, Hit Points: 31 (+10 Temps), AC13, CR3
Spells DC12, +4 to hit

At will: *guidance, resistance, thaumaturgy*

Cursed Bolt (Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 11 (2d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the gnoll's next turn.)

2/day each: *Armour of Agathys* (for 10 Temp HP and 10 Damage), *Hellish Rebuke* (Dex Save DC12 or 3d10 fire damage)

1/day each: *bestow curse, spirit guardians*



When they notice each other, they are 65ft apart (just how I put the tokens on the board!). That's 5ft too far for the Gnoll's 60ft Cursed Bolt, but in range for Zephyr's 120ft Fire Bolt. The Gnoll could easily step forward into range if he (or she?) gets Initiative and it escalates into a combat.

I'll use the 1-Click NPC Builder and get...

Apparent Age:Child. [3 2] **Ignore the exact Age, but they are young for their position.**

Apparent Gender:Female. [4 1]

Apparent Social Class:Abbot or Bishop or Official. [5 5] **That's very fitting!**

Hostility (+0) = 6 [3 3] **SEEMS** Willing to listen, could be persuaded to help without obligation.

I'll stick with the SEEMS, but if I roll Hostility again later it will be with +3

Motive (People): Duty

NPC Descriptors: Obscure, NPC Descriptors: Outrageous

Names: Yah, Names: Bih

Yarbee, the Witch Doctor will call a friendly sounding invitation for Zephyr to Parlay.

Perhaps Yarbee's immediate superior was in the pack that were killed, and so Yarbee is "**outrageously**" happy to have just gained a promotion in the Pack that will lift her from "**obscurity**". It's probably her "**duty**" to ensure that Zephyr is no longer a threat to the Pack and the **SEEMS** mechanism (triggered by getting two odd number on the Hostility roll) might mean it's really her duty to kill Zephyr for revenge (we know Yeenoghu the Gnoll God is VERY keen on revenge).

Let's see if Zephyr can use Insight to tell whether this forced friendliness is sincere. I'll imagine some possible outcomes...

- Nat 20 – Knows for sure, re-roll Hostility now, but without the +3 hostility
- Extreme Success (by 5+) – Knows for sure, re-roll Hostility now
- Success – Knows for sure, but only make the roll to see if a re-roll is **LIKELY** to be required, don't re-roll yet
- Fail – Doesn't learn anything
- Extreme Fail – Antagonises Yarbee, re-roll with +3 but Zephyr doesn't know the result even though the **PLAYER** will
- Nat 1 – Triggers Combat, Yarbee wins Initiative

Insight (+3) = 8, so an Extreme Fail. Antagonises Yarbee, re-roll Hostility with +3 but Zephyr doesn't know the result even though the **PLAYER** will

Hostility (+3) = 5 [1 1] SEEMS Willing to listen, could be persuaded to help without obligation.

That's a very surprising result, double 1s, so Yarbee might be mentally unstable or might be impressed with Zephyr (considering her the "Alpha" as she proved so dangerous last time?).

As Zephyr couldn't read the Gnoll's mood, it just seems like more "**outrageous**" behaviour. As a **PLAYER** I know this isn't necessarily her final true level of hostility, but it's what she's displaying and what Zephyr believes.

Zephyr will try to convince Yarbee with Deception that she can control the waters of the Ford here on the Highreach, just as she did at the Ford of the Castellan River.

I'll imagine some possible outcomes...

- Nat 20 – Fully Convinced and cowed
- Extreme Success (by 5+) – Convinced and won't initiate combat without a lot of pack support
- Success – Convinced, won't try to cross
- Fail – Reveals that she doesn't control **ALL** Rivers
- Extreme Fail – Antagonises Yarbee, re-roll with +3 but Zephyr doesn't know the result even though the **PLAYER** will
- Nat 1 – Triggers Combat, Yarbee wins Initiative

Deception (+3) 11, just fails

Yarbee senses a tremor in Zephyr's voice suggesting she's not as powerful as she claims.

Will Yarbee give her any worthwhile information?

Ask the Bones 50/50: 6 (5, 1) No

Is Yarbee being HONEST (or deliberately delaying until more of her Pack arrive)?

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

Drawbacks: It drew attention

All this shouting across the river has drawn the attention of something or someone.

Is it Friendly to Zephyr?

Ask the Bones Unlikely: 3 (1, 2, 4) NO! And

I'll say that the "And" puts this hostile "something" on Zephyr's side of the river.

What could it be? I'll check People & Other Monsters first and only the Bandit Leader seems sensible. I'm going to go to a Random Encounter by Biome, for the Hills. I don't currently have one, so I have to make a list of two entries and then roll a d4.

Hills

1. Bandits
2. Goblins
3. ?
4. ?

I roll 4, so have to dream up something else. How about an Ogre (HD7d10+21, Challenge 2) but that's potentially a LOT of Hit Points!

I add it into the 3rd position in the encounter table.

Ogres aren't very stealthy.

Stealth (Dex -1) = 8 which is 5 below Zephyr's Passive of 13, equivalent to an Extreme Success for Zephyr.

I'll say Zephyr hears it coming and can win Initiative against it.

As this wasn't originally a COMBAT Scene, she still has the option of crossing the river to possibly avoid confrontation altogether or even trying to negotiate with it.

As Yarbee seems so reasonable (Zephyr failed her Insight remember) she will wade into the river and then Misty Step across to get away from the Ogre.

Turning the question so a Yes is "good", will the Ogre NOT engage in combat? (on a "No But" it can hurl a Javelin)

Ask the Bones 50/50: 10 (6, 4) Yes

The monster eyes the rushing waters with suspicion, bellows with rage, but shrugs and wanders back into the hills.



As Yarbee still had a SEEMS result, I'll roll again for Hostility now Zephyr has placed herself in range of all the gnoll's spells.

Hostility (+3) = 9 [1 5] **SEEMS** Unfriendly/Aloof - unlikely to help unless given a VERY good reason.

The witch doctor's expression is still unreadable, but she seems unwilling to help or give information, but at least she hasn't attacked.
Zephyr will give her a friendly wave and walk away back towards the Ford of the Castellan River.

I've decided to leave the enigmatic Yarbee behind, still unknown what her true feeling are.
I add Yarbee and the Ogre to the List of People & Other Monsters.

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.

With no immediate interruptions and only 1 partial hex to cross, Zephyr arrives at Wadrima's Ford.

SCENE 02 – Wadrima's Ford

How Likely is a Plot Twist in the Quest to Release Wadrima? I'll say it's Likely to NOT have a Plot Twist.

Ask the Bones Likely: 5 (**3,2,1**) No

There is a Plot Twist table with suggested Twists for each of the Quest Types.

Twist: INFORMATION REQUIRED PLOT TWIST: The information is hidden nearby



Not sure how I'll interpret that yet, but MAYBE when Zephyr tells the Naga what she's learned, the Naga will say something like "There's one of those carved onto a stone in the middle of the ford!"

Step 1: Choose your preferred type of Scene

As I want to ideally lift the Geas, or better yet Release the Naga, I'll go for KNOWLEDGE and then hope for MAGIC.

Step 2: Roll to see what you get

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

I get to Choose...

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.

Is the Naga still bound here?

Ask the Bones Almost Certain: 9 (**5,4,3,3**) Yes

Guardian Naga use Cleric Spells, so it is feasible that she might have already prepared Dispel Magic. (even though it isn't in the list of typically prepared spells in her Stat Block). As 3rd Level spells she has Bestow Curse & Clairvoyance. I can imagine she has been using Clairvoyance to keep an eye on Zephyr's progress.

Has she prepared Dispel Magic?

Ask the Bones Unlikely: 5 (2,3,5) No

Step 4: Play out the Scene



I'll say that what Zephyr had learned about releasing the Naga is that a spell caster has to cast Dispel Magic, speaking Wadrina's name while holding a stone carved with the same Runes of Shar that Fergal used to cast the spell. The special Runes are described in his Journal.

Can Zephyr explain the process well enough to allow Wadrina to free herself?

I'll make this an Arcana Check and give her the Advantage on deciphering the ancient texts again. Here are some possible outcomes...

- Nat 20 – Can be done and Wadrima remembers Fergal throwing a stone into the river after she was summoned. Wadrima will release the Geas immediately out of gratitude.
- Extreme Success (by 5+) – Can be done and Wadrima remembers Fergal throwing a stone into the river after she was summoned. Will have to wait around for Dispel Magic to be prepared.
- Success – Wadrima can do it, but doesn't remember about the Stone, so will send Zephyr to get a stone carved.
- Fail – Doesn't know enough about the Runes, will need to get help from a Sage.
- Extreme Fail – Doesn't know enough about the Runes, will need to locate a worshipper of Shar and get the info out of them!
- Nat 1 – Has got some aspect of the Release wrong and will trigger some calamity!

Arcana (+6) with Advantage 11 & **13**. A normal success.

"You must return to your home town and hire a stone carver at once. Bring the stone back here when it is done and I will cast the spell. You have done well, but I dare not yet release you from the Geas. Go now and complete the Quest, child. I MUST BE FREE!"

There is going to be a stone carver in Penhaligon who makes headstones for the graves, so it won't be too difficult, although he MAY not want to inscribe the evil Runes of Shar!

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 can take a Short Rest, but Wadrima insists on her setting out so she can't get a Long Rest.

SCENE 03 – Returning Home

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

Back in Session 2, I'd estimated just two Scenes to reach the Ford, so I'll stick with that for getting back. A second or even a third day without Rations won't be too bad (there is a rule for doing without food on p185 of the 2014 Player's Handbook that says you can go 3 days + 1 per CON Modifier before gaining levels of Exhaustion)

Step 1: Choose your preferred type of Scene

I'll go for SOCIAL and hope to get Economics.

Step 2: Roll to see what you get

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

Step 3: Scene details

I choose...

ECONOMICS:You either need money, or you come upon a way to make money. If money isn't relevant, then you could run out of, or **find a supply of, something else (Rations, Water, Equipment)**. Imagine what this could be. Make rolls on the Spark Tables for inspiration if necessary. Some kind of Skill check should be needed to acquire the resource or make use of the resource.

Step 4: Play out the Scene

Let's say Zephyr comes upon a young wild boar (AC13, 5hp) and can maybe kill it with a long range Fire Bolt. If not, she'd have to rely on her poor Survival Skill and delay her journey to find rations.

Success with a single Fire Bolt won't slow her journey down as a day's hunting would.

Fire Bolt (+6 including the Wand of the War Mage's bonus) gets a **Nat20** and does 18 damage (8 rolled on the d10 and the Solitary Adjustments suggest letting a PC's Critical Hit dice do Maximum Damage).

She'll get one night camping in the wilds and can cook a piece of pig then. She has her blanket (recovered from the Grove) but had to leave her bedroll and torches behind.

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.

That night she will use a combination of her Cantrips to quickly start a fire (Prestidigitation) and to reduce the brightness of the flames (Control Flames) to avoid attracting too much attention.

She will cook two of the piglet's legs and use Prestidigitation again after butchering it to clean herself off.

Does she get an undisturbed night?

Ask the Bones Likely: 9 (5,4,2) Yes

SCENE 04 – Reaching Penhaligon

She'll reach the edge of the Penhaligon Estate by midday and consider going to visit the handsome Corporal Agatar, but the nagging headache of the Geas will keep her on track.

Step 1: Choose your preferred type of Scene

SOCIAL

Step 2: Roll to see what you get

Scene Focus:KNOWLEDGE

Step 3: Scene details

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

I'll say she reaches home and has to explain everything to her mother. The old lady is distressed at the loss of her pony, Estel, and horrified at the dangers Zephyr has faced out there alone.

She does offer some insight into the Geas spell by recounting local legends about it.

Step 4: Play out the Scene

I'll say that an Arcana Check can get some benefit from the hodge-podge of old wives tales Mary the Apothecary relates.

Rather than come up with a full set of possible outcomes, I'll say that ANY Success will ensure Zephyr asks to be released from the Geas, before releasing Wadrina, just in case the Naga vanishes back to her home plane immediately the spell binding her is dispelled!

This seems important enough that Zephyr will spend her Inspiration on it.

Arcana (+6) 8 & **12** Success, good think I spotted she had Inspiration left.

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 can purchase a new Pony for herself and one for Mary (41gp each including saddles & saddlebags, bit & bridle) and replenish her supplies up to 10 days rations + 10 days Feed + bedroll = approx. 10g + some living expenses = 100gp). She's down to 138gp & 35sp. Still has the 7x50gp gems. She'll leave 4 of them with her Mother and swap one for Alchemists Supplies.

Penhaligon is a Town rather than a Village, so she is Unlikely to be able to sell the Bracers of Archery (I'll say that it's Almost Impossible in Villages, Unlikely in Towns, 50/50 in Cities and Likely only in Capital Cities and you can try daily in cities and towns but only weekly in towns and monthly in villages).

Can she find a buyer for the Bracers?

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

I'll say the "And" means the trader tells her she won't be able to get more than a half of its gold piece value anywhere in Karamaikos. It's probably worth 1d6x 100GP = 400, so the Trader estimates 200GP.

SCENE 05 – The Stone Carver

I'll roll the Stone Carver using the 1-Click NPC Generator...

Apparent Age:Middle-aged. [6 4]
Apparent Gender:Male. [6 1]
Apparent Social Class:Noble. [5 6] **I'll downgrade this to being a wealthy village artisan**
Hostility (+0) = 6 [2 4] Willing to listen, could be persuaded to help without obligation.
Motive (People): Hate
NPC Descriptors: Indignant, NPC Descriptors: Stupid
Names: Sh, Names: Number eg. Sh8, so I'll call him Tobias **Shate**

Step 1: Choose your preferred type of Scene

Social

Step 2: Roll to see what you get

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

Step 3: Scene details

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.

It might have been difficult to get the stupid and indignant Tobias Shate to carve something with evil runes in it, but it seems he might not recognise the meaning of the runes and he gets regular ointments from Zephyr's Mother to treat an embarrassing complaint.

- Nat 20 – He'll carve the stone right-away, no questions asked, free of charge
- Extreme Success (by 5+) – He'll do it tomorrow, 5gp
- Success – He'll do it, but has a backlog of other work so it will be a 1 in 6 chance per day
- Fail – Doesn't like the look of the Runes. MAY (Unlikely) not carve them right.
- Extreme Fail – Refuses to carve the Runes
- Nat 1 – Refuses to carve the Runes. Reports Zephyr to authorities as these runes represent a banned religion (He's not as stupid as we thought and is even more indignant!)

Step 4: Play out the Scene

Persuasion (+5) with Advantage due to Mother = **11** & 10, just a Fail

He is unhappy about the Runes. He says he can do it, but not today – too much other work.

Insight to see if she can tell it's because of the nature of the runes?

Insight (+3) with Advantage due to Mother = 11 & **14**, a success

She'll offer additional money as a bribe to jump the queue and not to mention the runes of Shar to anyone else. She will even explain why she needs them! Let's say +1 for each additional 5gp offered. Because of the Geas, and the fact she has a bunch of Gems, she'll spend enough to guarantee it. She has +5 Persuasion, so another +7 (35gp) will make 12 or +12 (60gp) will mean he will do it tomorrow. I'll give Advantage for telling him the story of the Geas and the danger Zephyr is in from that spell and offer the full 75gp.

Persuasion (+5) with Advantage = 6 & **7 (good job I spent all that bribe money as I rolled a 1 and a 2!)**

Tobias doesn't probably believe this cockamamie tale about a Geas spell and a magical being. He suspects Zephyr (not even a real human) is turning to devil worship. But 75 GP for a day's carving is not to be sniffed at.

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 heads home to talk to her Mother and will probably go and see Corporal Agatar while she waits for the Stone to be carved. She could just ask him if Jen got home alright... play it cool!

Wrap Up

When I first took the Quest to find a 1,000-year-old Wizard I had ZERO IDEA what it might entail.

It seems as though one more session should wrap up this particular story-line, but you can never tell when Dice and Imagination are in charge.

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

Hopefully see you next time.