

Karamaikos Solo 008

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://iGM4u.com>

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)

https://aigm.igm4u.com/solo_example_007.pdf (Wadrима the Naga)

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



Last Time...

- Zephyr returned to explain to the Naga (Wadrима) what she's learned about how to release her from Fergal's Binding Spell
 - A Dispel Magic cast while holding a stone carved with some Runes of Shar
 - *Unknown to them both, the Stone used by Fergal 1,000 years ago is still lying in the river where she threw it after the Binding spell!*
 - Zephyr (still carrying Wadrима's Geas) had to return home to Penhaligon to find a stone carver
 - The Stone Carver – Tobias Shate didn't want to carve these evil Shar Runes, but a hefty bribe has convinced him (although he MAY mess them up on purpose!)
 - Zephyr is considering visiting the handsome Corporal Agatar while she waits a day for the Runes to be carved

SCENE 01 – Visiting Corporal Agatar?

While off on her adventures, Zephyr has begun to daydream about Agatar since she met him.

This is partly because a bit of Romance seems interesting and mainly because I wrote some Romance game-mechanics and there is an in-game benefit to having a stable love life – the character can gain Inspiration from successes made building the Romance and then can hold multiple Inspiration Points while the relationship remains stable.

Step 1: Choose your preferred type of Scene

SOCIAL – hoping for Romance

Step 2: Roll to see what you get

Scene Focus: SOCIAL

But not “Chosen Focus” so I have to roll for the details.

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.

Involving Thelma (Zephyr's mother) seems the most likely Family member. I haven't written much about her father, other than that he was a Callari Elf and might have been magically gifted himself (“he may have sensed his daughter's Storm Sorcery potential and that's why he called her Zephyr”). I hadn't mentioned whether he was alive or dead or why he's not living with Thelma (possibly as an immortally-young elf, he finds it difficult living with an aging frail human woman!).

It's possible there are other family members from either side of her heritage. I'll make a list and determine who's involved at random...

1. Thelma (her mother)
2. Thelma (her mother)
3. Thelma's brother (her uncle) or one of his children
4. Korindalon Skydancer (her father – just plucked a name from the air!)
5. Callari Elves (her father's people)
6. Someone seeking Skydancer

I rolled 4, so it involves Korindalon Skydancer (either directly or via a message)

Does Korindalon turn up in the town?

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

Drawbacks: Something connected went badly at the same time
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To get some idea how to interpret this, I rolled a couple of Sparks...

Spark 1: Languid, Spark 2: Young

I'm going to interpret “Languid” as being sickly and weak.

I'm going to interpret “Young” as relating to Zephyr having just reached an age where her Sorcery Powers have begun to develop. The GIFT of Sorcery means that she and her father are “connected” “badly” in some mysterious way.

Perhaps the GIFT of the Storm Sorcery is about to pass from Korindalon to his daughter. He might not have expected this to happen so soon (perhaps it usually takes 100 years for an Elf Sorcerer to reach this stage, but it's happened at 21 for Zephyr!)

Step 4: Play out the Scene



That afternoon, just as Zephyr was about to leave the Apothecary shop to visit Corporal Agatar at the Watch Barracks, she hears a gasp from her mother in the back kitchen. Investigating she comes downstairs to find her father, the elf, Korindalon Skydancer embracing her.

Although he looks no older than Zephyr, he looks strangely haggard and pale.

He is barely recognisable from the powerful sorcerer she remembers from her childhood.



I hadn't given any thought to WHY or HOW this passing on of the GIFT would happen, but I like the idea of his Sorcery being ripped from him when Zephyr develops it. **Perhaps there is a way for him to regain it, but it involves some dangerous quest! (I'm thinking this new Quest could be what comes AFTER the release of Wadrima)**

There is a "Storm Sorcerer" NPC Stat Block in the Monster Manual Expanded set I have in Roll20. I've taken that and reduced it from a 14HD NPC to a 7HD version and tweaked the spells slightly.

However, Korindalon currently only has his Cantrips and 1st Level Thunderwave, Mage Armor with 4 1st Level Slots. He still has his 35 Hitpoints, but the other powers of Sorcery are currently cut off.

"Daughter! You have grown so far and so fast! Has it really been so long..."

I don't know whether Zephyr should be delighted and embrace her Father, or be resentful that he has so callously left her and Thelma and ignored them for years.

I'll go for an Insight check as the Scene's major Challenge and imagine some possible outcomes...

- Nat 20 – Blood is Thicker – forgiveness, reunion & gain Inspiration. Father will help with her current quest.
- Extreme Success (by 5+) – Reunion, Father explains why he is here but is happy to wait until she has completed her current quest.
- Success – Grudgingly accepts the return of her father, knows there is some selfish reason he has returned, but not dealing with it yet.
- Fail – Angry at Father, doesn't understand why her Mother even speaks to him.
- Extreme Fail – Antagonises her father, loses Inspiration. 1d6 Emotional Hitpoints damage (as she is vulnerable due to her fledgling Romance)
- Nat 1 – Angry words exchanged, lightning sparks between them. Gives her mother an Ultimatum, "He goes, or I do!" (Mother LIKELY to choose Zephyr) 2d6 Emotional Hitpoints damage (as she is vulnerable due to her fledgling Romance)

Insight (+3) = 6 Extreme Fail. Loses Inspiration, takes 2 Emotional Hit Points, down to 11/13.

She won't even let him explain why he's here or why he looks so worn out!

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 don't think she'd be in a good state to visit Agatar after that upsetting incident. Maybe she'll go to a nearby tavern instead.

SCENE 02 – A Mother's Tears

Zephyr would probably creep back to her mother's house later to see if Korindalon is still there.

Step 1: Choose your preferred type of Scene

Knowledge, hoping to learn something about her father's apparent illness.

Step 2: Roll to see what you get

Scene Focus: ENVIRONMENT

Step 3: Scene details

HARDSHIP - Life is tough! Hunger, Thirst, Disease, Injury. Either you are suffering or one of your party is suffering. Imagine what it could be. Some kind of Skill check will be needed to overcome or cure it. Make rolls on the Spark Tables for inspiration if necessary.

Is Korindalon still there?

Ask the Bones Likely: 5 (**4,1,1**) No

Step 4: Play out the Scene

Probably her mother is weeping, and the Elf has gone. The sight seems like it may cause additional Emotional Turmoil. I'll use Insight again, but with Advantage as she respects her mother's advice.

- Nat 20 – Mother can explain why Korindalon came back and tell her where to find him when she is ready to help him.
- Extreme Success (by 5+) – Mother talks her round. They agree to meet with Korindalon when she returns from the Warimba Quest.
- Success – Grudgingly accepts the return of her father, knows there is some selfish reason he has returned, but not dealing with it yet.
- Fail – Still angry at father, doesn't understand why her mother even speaks to him. 1d6 Emo HP.
- Extreme Fail – Loses Temper with her mother, 2d6 Emotional Hit Points damage
- Nat 1 – Mother slaps her for being unreasonable and the Yeenoghu **Curse** of Storm's Rebuke rises and will require a Wisdom Save not to 2d10 Thunder boom out at the 3 HP frail woman!!!!

[as you can see from the Nat 1 result, I was prepared for this story to go VERY Dark!!!]

Insight (+3) with Advantage = **12** & 5 Grudgingly accepts the return of her father, knows there is some selfish reason he has returned, but not dealing with it yet

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.

Gets a Long Rest overnight in her own bed.

SCENE 03 – The Carver?

Step 1: Choose your preferred type of Scene

Knowledge (hoping to be able to Choose Magic and collect the Rune-carved stone)

Step 2: Roll to see what you get

Scene Focus:COMBAT

Step 3: Scene details

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.

Tobias Shate (the Stone Carver) is the most likely candidate, but I'll look through the list of People & Other Monsters to see if anything else suggests itself.

	People & Other Monsters
1	Mother - Thelma, Apothecary in Penhaligon Town.
2	Lady Susan Penhaligon - recently widowed, struggling to maintain her title.
3	Baron Kelvin
d4	Bandit Leader (3 Bandits killed in Session 1)
5	Lady Sarah Gorland, scheming, vengeful Lady with a cheating husband, bought spot-causing lotion to use as a cruel trick to uncover adulteress
d6	Jen Graham, friendly lost Goatherd I helped
7	Corporal Agatar - young, short soldier in the Penhaligon Patrol, fancies Jen the goat farmer's daughter - ROMANTIC INTEREST OF ZEPHYR
d8	Gnoll that got away
9	River Spirit at the Ford of the Castellan River "Wadrima the Guardian Naga"
d10	Wizard Fergal Shar (1000 years ago bound Wadrima to the Ford) Probaby the Undead Druidess of Shar DECEASED in Episode 4 and finally in Episode 6
11	Yeenoghu - the Gnoll Demon behind the Gnoll Stone, tempting me with Revenge power Storms Rebuke
d12	Moon Goddess
13	Moon Dog
14	Yarbee the Gnoll Witch Doctor from Session 7
15	The Ogre from Session 7
16	Zephyr's Father - Korindalon Skydancer (Storm Sorcerer)
17	Tobias Shate (irritable Stone Carver, bribed to carve Runes of Shar onto a stone)
18	
19	
d20	

None of them seem as likely as the Stone Carver. Now to work out who he is being endangered by...

1. Cultists of Shar know he is carving their Runes
2. Spiritual Summoned creatures of Shar know he is carving her Runes
3. Some Magic Spell/Spirit possesses him because of the Runes
4. The Watch has learned of the Runestone and is arresting him
5. Korindalon has found him and believes he is an enemy of Zephyr
6. Some Criminal Gang is collecting their regular Protection Money

I roll 3 – Magic Spell or Spirit.

Step 4: Play out the Scene

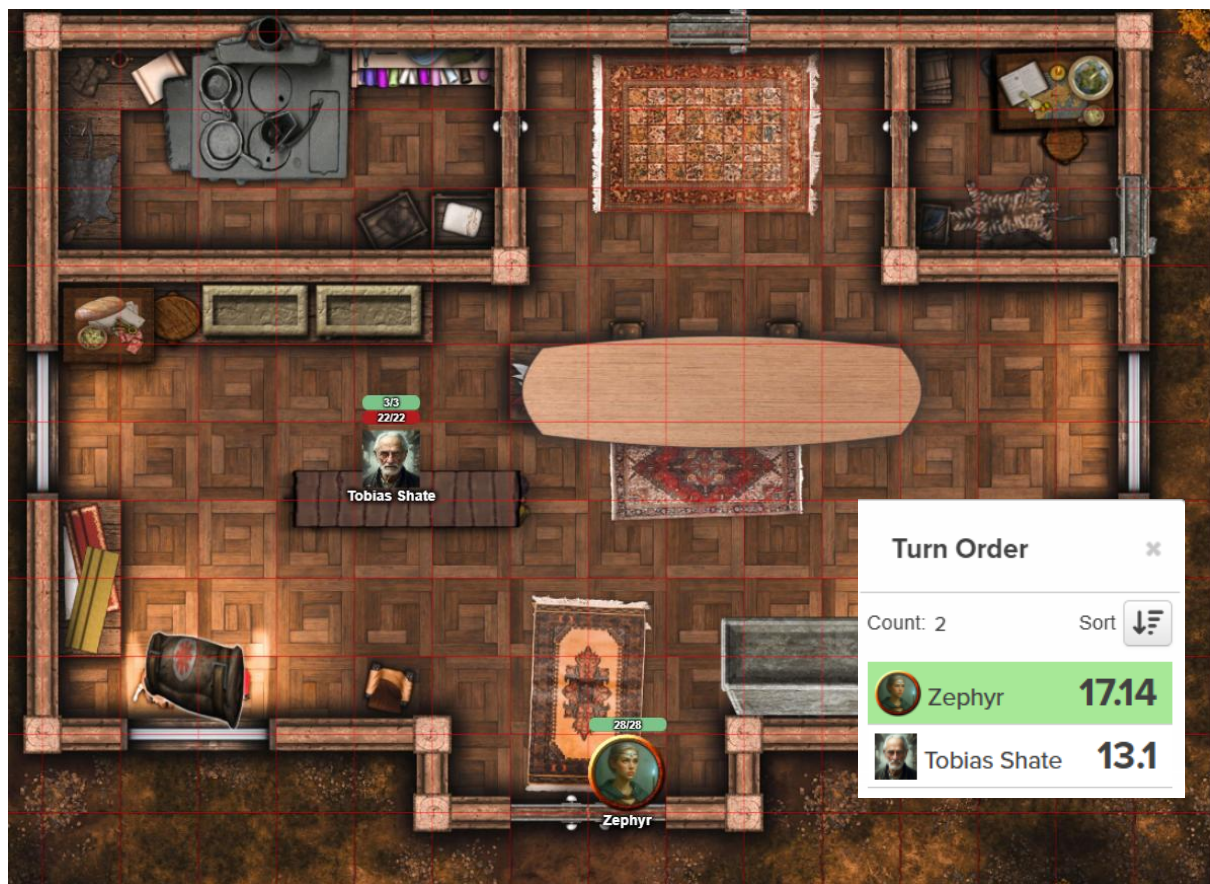
Not expecting trouble, Zephyr won't have cast Armour of Agathys or approached with Stealth and Caution.

I'll imagine that Tobias is sitting very still when Zephyr enters the shop. The completed runestone is in his hands and faintly glowing with a dark green light that can cast the Poison spray Cantrip.

I now try to come up with a reasonable Threat/Challenge that still leaves a hope of success (and not having to kill Tobias).

He's now effectively a Possessed of Shar (a Zombie) with 22 HP, AC8. The host body is LIKELY to suffer half of any damage done to the Zombie (and with only 3 HP, Tobias is very vulnerable). If Zephyr can understand the situation with a free Arcana Check each Round until she realises it, she will know that casting Wither & Bloom will allow her to damage the Zombie and Heal the Host at the same time or, if she can lure the thing outside, the sunlight will do 1d6 per round to the Zombie but not affect the Host. This is quite a generous interpretation of how the Bloom works!

Round 1



Arcana (+6) = 21

Zephyr recognises the situation enough to know how to avoid killing Tobias.

She casts Wither & Bloom choosing only to Wither a few potted plants in the store with the Necrotic damage but focussing the "Bloom" of healing on the creature possessing Tobias.

The spirit is forced to spend one of its three hit dice getting 6 (+3 for Zephyr's Charisma bonus) hit points of damage. I'm allowing the "healing" to damage the evil spirit down to 13/22.

It then casts Poison Spray at Zephyr. The poison blast emanates from the rune-carved stone in Tobias' hands.

Con Save (+2) = 19 for no damage.

Round 2

Zephyr tries the same Blooming trick again but then retreats out of sight back into the street behind the corner so it will have to come outside if it wants to hit her again. She only has one more 2nd-level spell slot for Wither & Bloom.

The spirit is forced to spend one of its two remaining hit dice getting 1 (+3 for Zephyr's Charisma bonus) hit points of damage, down to 9/22.

The old man walks unsteadily out to the doorway. It has to use its Action for movement too, so doesn't get to attack and is JUST inside the doorway.



Round 3

Zephyr steps out one more time for the Bloom...

The spirit is forced to spend its last remaining hit dice getting 8 (+3 for Zephyr's Charisma bonus) hit points of damage, down to ZERO HP.

As I imagined it having Zombie-like abilities, it can make the Undead Fortitude roll with a target of 5+damage taken = 16 to go to 1 HP instead.

"Zombie" Con +3 vs DC16 = Nat20.

It survives by an effort of will and steps out into the street to blast Zephyr.

Con (+2) = Nat20 for no damage.

Then as it ends its turn in sunlight, it is burned for 1d6 damage = 1 and has to make the Undead Fortitude check again but only against DC6

"Zombie" Con +3 vs DC6 = 17.

The thing is lumbering after Zephyr who will try to lead it around the house, if possible, moving far enough each round that it remains out of line of sight, but in the sunlight.

Does anyone else notice the fight?

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

Round 4..5..6

Because of movement speeds and the dimensions of the house (lucky). Zephyr can easily keep out of the creature's firing line. So, let's just roll a few 1d6 sunlight vs the Undead Fortitude Save.

In the sixth round, the sunlight burns away the possessing spirit, and it finally fails its Con Save. Tobias snaps out of it.

Does he hand over the Runestone, accept the bribe money and vow never to deal with Zephyr again?

Ask the Bones Likely: 8 (5,3,3) Yes But

Drawbacks: It drew attention

I'm going to say that some local saw what was going on and will report Zephyr to the Watch. This will cause complications in some future session (unless we get an IMMEDIATE Additional Scene), but right now she has what she came for and will make all possible speed to get the runestone to Wadrima. *[I foresee a scene where she tries to get her Romance going with Corporal Agatar and he is forced to arrest 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.

Although all her 2nd-level Spell Slots are gone, Zephyr is compelled to go east immediately for fear of the Geas.

SCENE 04 – Journey East

Step 1: Choose your preferred type of Scene

Environment

Step 2: Roll to see what you get

Scene Focus:COMBAT

Step 3: Scene details

COMBAT Scene:AMBUSH - Your party gets the CHANCE to ambush one or more enemies/prey. 'Identify a Target' and then imagine your motive.

I've been skipping over the steps of "Identify a Target" and usually just choosing an "obvious" target, but here it is in full...

IDENTIFY A TARGET

If there is an “obvious” or “particularly suitable” target, feel free to just choose that, or Ask the Bones after deciding whether it is 50/50 or LIKELY or ALMOST CERTAIN.

If necessary, you can roll on the Identify a Target Table below instead...

1d6	Type	Instructions
1	Biome Encounter	Roll on the current Random Encounters by Biome table
2	Biome Encounter	Roll on a different Random Encounters by Biome table
3-6	People	Roll on the People & Other Monsters List

If you roll a 2, pick some other Biome at random from your area map. If you don’t already have an encounter table for it, follow the usual procedure and add 2 entries, then use a d4 to roll.

I’m going to use the table this time... rolled 3, so use the “People & Other Monsters” List. I then rolled a d20 and got 15 – the Ogre from the previous Session.

I’m guessing this encounter takes place around dusk when the glow of the Ogre’s campfire draws Zephyr’s attention. It’s right across her path back to Wadrima so she can investigate without getting blasted by the Geas.

Step 4: Play out the Scene

Before going to all the effort of setting up the VTT for this. Let’s try a simple Stealth check for her to sneak past unnoticed. As she has the chance to Ambush, she must have seen the Ogre before it saw her.

Stealth (+4) = 23

That’s such a good success I’m going to throw in a bit of a benefit too.

Benefits: Something unconnected happened at the same time

Spark 1: Chance, Spark 2: Trial

I’ll interpret this that the Ogre is distracted with cooking a deer and there’s a “chance” for Zephyr to sneak right through the camp and pick up some loot that is glinting on top of its pile of furs at the base of a tree.

Ogres have a Passive Perception of only 8, so it’s not too much of a risk as she has +4 to Stealth. On the other hand, who knows what the glinting thing might be...

1. A poisonous snake (pet to the Ogre)
2. Nothing of value
3. Jewellery worth 2d6 Gold
4. Jewellery worth 2d6 x 5 Gold
5. Jewellery worth 2d6 x 5 Gold with a distinctive coat of arms on it
6. A magic item

Stealth (+4) = 18

She snatches up a necklace, worth 2d6 x 5 = 35gp with a distinctive coat of arms on it. I’ll make a History Check to identify the Coat of Arms...

History (+4) = 18

Randomly determined it is from the Empire of Thyatis. I'll add it to the List of Things in case it proves significant later.

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.

Using her Darkvision, Zephyr will press on into the darkness for a mile or so before camping without a fire.

Does she get a peaceful night's sleep? (Long Rest)

Ask the Bones Likely: 7 (4,3,1) No But
Benefits: It made future attempts easier

She gets a Short Rest, but not a Long one. Perhaps nervousness about the Geas suddenly kicking in prevents her from recovering her 2nd-level Spell Slots.

SCENE 05 – Wadrima Released

Finally, back to the Ford, Wadrima will show the Naga the rune-carved stone and ask to be released from the Geas.

Step 1: Choose your preferred type of Scene

Knowledge, hoping to learn something

Step 2: Roll to see what you get

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

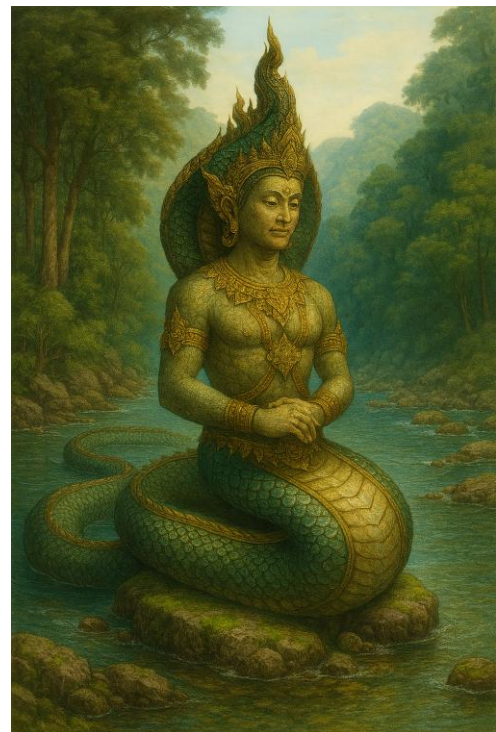
Step 3: Scene details

Will Choose...

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.

Step 4: Play out the Scene

I'll make another check for a Plot Twist but have it be Almost Certain that things turn out OK.



Ask the Bones Almost Certain: 11 (6,5,4,4) YES! And

The Naga is able to use the runestone to Dispel the Binding and she is free after 1,000 years of being stuck here maintaining the Ford.

As she withdraws her power from it, the waters rush to their normal levels and there is no longer a crossable Ford here.

Before she goes, she will grant a magical gift to Zephyr for her aid and the risks she has had to take. I'll go for a Water-related additional Cantrip or Spell or magic item.

Wadrime will give her a Ring of Water-walking.

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.

Does she get an undisturbed night?

Ask the Bones Likely: 11 (6,5,4) YES! And

Gets a Long Rest and finds food.

Wrap Up

That's where we are going to leave Zephyr for now. I will almost certainly continue her adventures at some point in the next few months.

- Seems like a good point for her to go to 5th Level
- A possible Quest on a distant mountain peak, to prove herself to the Storm spirits so that her father regains his Sorcery powers?
- A planned romantic encounter with Agatar that may see him arresting her because of the Evil Runes of Shar?
- More encounters with Servants of Shar out for revenge?
- Another encounter with Yarbee the crazy Gnoll Witch?
- Will Zephyr continue to resist the Call of Yeenoghu or be tempted into using the Storm's Rebuke?

It actually took a bit longer to reach a satisfactory end to the story than I expected, but that can happen with a fully emergent story driven by Imagination and Randomness.

If you have any comments on Zephyr's story or on the Augmented Imagination system, please let me know.

I'm now planning to try something else different with Augmented Imagination...

A Shadowdark Adventure Module, with three player characters and a pre-written adventure.

Hope to see you for that one soon.