

**Session/Game:** Thranconia Blueholme 2-1      **Date:** February 13 2021

**Up to Gnome Good Episode 1:** Against the Rando

**Campaign Date:** February 13, YOR 2021

**Characters:**

Knobulous Rex, Gnome, Magic-User/Thief, level-1, Neutral (Dave N.)

Senior Beavis, Gnome, Fighter/Thief, level-1, Neutral (Dave N.)

Gnorman, Gnome, Thief, level-1, Neutral (Dave N.)

Ordinary Stan, Gnome, Thief, level-1, Neutral (Dave N.)

**Judge: Solo Game: Solo Dungeon Stocking Tables**

**LOG:**

The Up to Gnome Good treasure hunting company, based in Crossroads Tavern, heard from the Hand of the Basilisk gang that some outlaw kobolds were robbing local travelers on Basilisk turf along the North Road. They were hiding out in some ruins in the grassland. Knobulous, Beavis, Gnorman and Stan headed out and found the hideout, sneaking down some stairs to get at the robbers' gold.

*The Ruins: February 13, YOR 2021.*

**Encounter 1**

The team catches a party of 10 kobolds by surprise in a chamber at the bottom of some stairs. The surprise attack doesn't begin especially well, with Knobulous's sling inflicting the only casualty. Then Knobulous slings down a second one as the two sides come to grips. A melee proceeds, with Beavis and Knobulous taking light wounds, but when only 4 of the kobolds are left, they begin to flee. Two are killed by Gnorman and Stan as they flee. The last two kobolds are killed as they find that the door through which they intended to flee was locked

Stan investigates a pile of dungeon garbage and discovers a purse of 100gp. The party tried to open a stout, but stuck chest. It takes a long time of straining, but they open it to find a second 100gp.

**Encounter 2**

They unlock the door to the North, but were otherwise unprepared to advance. There were 7 more kobolds here. After some ineffectual initial blows, Beavis is ganged by three kobolds who each stab him with a dagger and he collapses bleeding to the ground. Knobulous, who had not entered the room, hid in the shadows behind the door, back-stabbing a kobold who came through to investigate.

Gnorman and Stan, however, turn the tide, and when 4 of the kobolds have been slain, the last 3 flee. They kill 2 of them and take the last a prisoner, when he is unable to escape.

They tend to Beavis, who turned out to not be as wounded as everyone feared and soon have him back on his feet.

Having discovered a treasure chest, Beavis and Stan fail to pick its lock, but Gnorman gets it open, uncovering 100 platinum pieces.

**Encounter 3**

In the next room are four elves who had gotten themselves locked into the room. They reacted very positively to the Gnomes, and although Gnorman was sorely tempted to try to pick their pockets, they parted on good terms.

**Encounter 4**

The team encounters 3 blood-sucking Stirges, whom they kill without serious danger. There's another pile of Dungeon Garbage, which Stan digs through and discovers a Scroll of Hold Portal inside.

### **Encounter 5**

To the south of the Strige room was a small 10x10 room with 2 zombies inside. Despite their slow movement and infrequent attacks, they proved to be incredibly dangerous. It took a lot of fighting (7 rounds) to bring them down, in the course of which both Gnorman and Knobulous were rendered severely wounded and unconscious.

Since the two wounded Gnomes were the two with First Aid knowledge, it was a struggle to revive them. They managed to revive Gnorman with some comfrey root they found among Knobulous's gear. But they were unable to revive Knobulous. Deciding they should get their friend to safety, they all left the dungeon.

### **The Take**

Knobulous: 175gp, 1 scroll of Hold Portal, 203xp.

Beavis: 175gp, 189 xp.

Gnorman: 175gp, 203 xp

Stan: 175gp, 189xp

1 kobold prisoner.