

Session/Game: Thranconia Blueholme 2 **Date:** February 27, 2021

Up to Gnome Good Episode 3: Gem Heist

Campaign Date: February 27, 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-2, Neutral (Dave N.)

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

Judge: Solo Game: Solo Dungeon Stocking Tables

The Set-Up

In the Town of Idessa Oasis is a temple of Kali, the Chaotic Evil goddess of murder and hate. Our Gnomish scoundrels have determined to sneak into the cool, underground level and steal the Opal of The Stranglers, haul it back to Crossroads and sell it to Lord Oscar of Valdburg, who's wanted it for some time. 1d8+number of rooms cleared 10+ to find gem

Room 1:

In the first chamber beneath the temple, the intrepid thieves are blocked by 2 Great Animated Skeletons. These creatures are little difficulty. The team shoot a volley of arrows and sling stones, taking them both down without difficulty.

They find 2 piles of dungeon garbage, a sealed jar and a barrel in the room. The jar is magically locked, so they break it and discover a scroll of enlarge inside. The noise didn't alarm any guards or monsters, or did it? Beavis can't get the barrel open and they don't want to risk the garbage piles, so they proceed onwards.

Monster, Garbage x2, Jar, Barrel

Room: 2,

In the next room, they fail to sneak up on another Skeleton. Gnorman and Beavis hit it with arrows, but it doesn't fall. The creature attempts to hack Beavis, but fails, he however finishes the beast with his axe.

There is a bookcase and a chest in this room. Proving competent for once, Stan clears the chest for traps, picks the lock and opens it to discover the Opal they were looking for, plus 100sp and a silver dagger. On the bookcase Knobulous finds a scroll of Light Spell.

TRAPPED!

They decide to take the Opal and run, but either because of the noise of the breaking jar, or the long time they took searching this room and opening the chest and bookcase, the temple guards have arrived, blocking their escape!

Knobulous casts a sleep spell, but only manages to get 4 of the spearmen near the stairs. Stan slings at another and misses, and no one else on either side has a shot. The gnomes advance back into room 1 and the spearmen move to block Stan's escape and the crossbowman line up to shoot at the other three.

The crossbowmen launch a volley, hitting Gnorman twice and putting him down. They shoot Beavis once, wounding him, but miss Knobulous. The spearmen hit Stan twice, putting him down too. Since the crossbowmen have already shot, Knobulous gets out his sleep scroll

and uses it to put to sleep all of the spearmen. Beavis quickdraws his axe and moves into contact with 2 of the last 3 crossbowmen. The crossbowmen keep their nerve and draw their shortswords.

Knoboulus uses his sling to put down the one crossbowman not in contact with Beavis, and Beavis chops another one down. The last one loses his nerve and turns to flee. Beavis wounds him but he escapes.

Gnorman makes his first CON check and is merely wounded. Stan fails his first and makes his 2nd, also only wounded but losing 1 point of CON. Knoboulus revives Gnorman with first aid, but they're forced to drag Stan out unconscious.

They quickly mount their rented donkeys and flee back to Crossroads Tavern where they sell the Opal of the Strangler to Lord Oscar for 1000gp.

THE TAKE:

Beavis: sliver dagger, 250gp, 368xp

Knoboulus: scroll: enlarge, scroll: light; 250gp. 385Xp

Gnorman: 255gp, 500xp

Stan: 255gp. 367xp

