

**Session/Game:** Thranconia Blueholme 2

**Date:** April 25, 2021

**Up to Gnome Good Episode 4/ Gordon's Alive, Episode 3:** The Doom that Took Gordon

**Campaign Date:** April 25, YOR 2021

**Characters:**

**A--Up to Gnome Good:**

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.)

**B—Gordon's Alive**

Gordon of Boarwood, human, Fighter-1, LG (Dave N.)

Scobo, human, Th/M-U-1, N (Dave N.)

**C—The Square Dealers (Mercenaries)**

Sergeant Hackamore, human, fighter-1, LG (NPC)

Crossbow Pete, human, fighter-1, CG (NPC)

Tod, human, fighter-1, CG (NPC)

Dumb Donald, fighter-1, N, (NPC)

**Judge: Solo Game: Dungeon Maker Tables**

**LOG:**

The Up to Gnome Good treasure hunting company, based in Crossroads Tavern, had discovered that a goblin tribe from the mountains has established a base near Passburg. It was an old dwarvish dwelling that was carved underground, linking two unassuming natural caves. Senior Beavis had met Gordon of Boarswood and Sergeant Hackamore at the resale shop in Passburg and the three agreed to combine their teams, assault the base from two directions, and split the proceeds 3 ways.

*Cave Link Dungeon February 13, YOR 2021.*

**TURNS 1 and 2 Gordon and the Mercs**

Gordon, Scobo and the 4 mercenaries enter the cave where they spot 8 goblins returning from a raid. The adventurers make a devastating first attack with Gordon killing 3, Hackamore killing 2, and Pete killing 1 in the first round. The goblin response is ineffectual. The two remaining goblins are tougher than the first six, and they get wounded but not killed. They, however, fail morale and, when they find themselves surrounded, surrender.

Dumb Donald was wounded in the fighting, and Scobo does some first aid on him. Donald also discovers that his morningstar was broken in the battle, so he switches to his short sword. They discover some treasure among the sacks and barrels of the raiders.

**TURNS 1-3 Up to Gnome Good**

Meanwhile, the Gnomes enter the second entrance to the complex. This entrance seems to be to a goblin garbage dump. They put Stan to work checking the garbage piles, finding nothing but venomous spiders.

**TURNS 3-4 Gordon**

Checking the front door of the dungeon proper, Gordon finds it stuck. Pushing in, they find a 10'x20' corridor. The goblin's shaman has set 4 animated skeletons here to guard the door.

Gordon attacks and kills 2 of them in his first round and Tod a 3<sup>rd</sup>. The last one, however, seriously wounds Hackamore, before Gordon dispatches it.

After the battle, when first aid fails to revive Hackamore, Scobo uses his only sprig of comfrey to revive him. Tod's spear and Hackamore's halberd are both damaged in the fight.

#### **TURN 4-6 for Gnomes:**

Beavis fails Hear Noise at door to inner chamber, but manages to silently open door, Gnorman, however, ruins chance for auto-surprise. Inside are 11 goblins hanging out with a big barrel of beer.

The gnomes are completely surprised by the goblins who swarm into the hallway and manage to engage and wound all of them, Gnorman falling into unconsciousness. With Gnorman down, Beavis nearly down, Knobulous in the club, and Stan being Stan, things look desperate. Their only hope is to free Knobulous from melee contact so he can use a spell. Beavis attacks the first goblin on Knobulous only wounds it, Knobulous decides to do a fighting withdraw, Stan misses and moves to block advance of the goblins.

The next round the Gnomes win initiative and Knobulous launches sleep spell, putting out 8 of the 11 Goblins, Beavis and Stan advance, wounding another. Remaining goblins hit Stan twice, putting him down, missing Beavis. The Goblins fail morale. Beavis kills 2 as they flee from him, the last escapes.

Stan, Gnorman and Beavis's main weapons were all damaged in the fighting, decide to replace them with hand axes from the goblins for now. As Beavis slaughters sleeping goblins, Knobulous uses first aid on Gnorman, restores him to 1 hp, but he loses 1 CON because failed first check.

Then Knobulous cures 3 points of damage to Stan, who made CON check, bringing him back up. Gnorman fails to first aid Beavis. Everyone has some beer from the goblin barrel for 1 point each. Luckily there no wandering monsters.

#### **TURN 5-7 For Gordon**

At the end of skeleton hallway is a large, locked door leading to the heart of the goblin base. Scobo manages to unlock it and remove a booby-trap.

They open the door to find 3 goblins conversing with 3 half orc bandits. Both sides were surprised for 2 rounds, standing there looking stupid at each other.

Then the goblins and horcs get the initiative. The gobins throw hand axes, one horc shoots a bow and the other two rush to the door to keep the adventurers from exiting the hallway. Gordon take a hit from a horc, but kills him and moves in to free up his fellows. Crossbow Pete shoots and knocks the horc with a bow down and Dumb Donald rushes in and kills him while he's prone. One goblin wounds Tod for 2, but that's his total so he goes down. The team then swiftly put down the last horc and the three goblins.

After the battle, Tod is revived by First Aid, but loses 1 point of CON. Donald's shortsword was broken in the battle, so he picks up a hand axe from a dead goblin.

(HONESTLY, the broken weapon result in Post Combat is supposed to happen about 1 in 5 times, but I've rolled it every single time so far)

#### **TURN 7-8 FOR GNOMES**

While they're feeling a little beat up, the gnomes know in their hearts that they are stone cold super ninja commandos and decide to keep going. Gnorman examines a door to the east, which is open well oiled and untrapped. While Beavis hides in a corner, and Knob behind the beer barrel, Stan and Gnorman decide they will stealth in. Stan blows his stealth.

Three goblins are doing some weapon repair work in here, neither side is surprised (thanks Stan). The goblins don't notice anyone except Stan and rush him all three hit (all three roll 19's) and put Stan down. Knobulous backstabs 1 of them to death, the others miss. In the second round Beavis kills one, Gnorman kills the other.

After the battle, it turned out that Stan's wound wasn't nearly as serious as he thought and he got up and brushed himself off (at last, not "broken weapon"), but he did lose 1 CON point

Calling him a lousy faker, they make Stan search the garbage, and it is full of disease, but Stan saves, and then he pulls out a magic wand!!!! (Flesh to Stone with 4 charges, but they'll have to wait till Knobulous can cast a Read Magic to discover this).

### **URNS 8-Eternity FOR GORDON**

Checking the east door, Scobo fails to pick the lock, detect the trap, or detect the poison and gets hit with poison needle trap, fails saving throw, goes into convulsions and dies.

In a rage, Gordon swears that everything in this dungeon must die in revenge for Scobo. He takes 2 turns to chop in the door with a hand axe. But it does not attract wandering monsters

They pass through corridor to East room where they find 4 hobgoblins who catch them by surprise. Miraculously they only hit once, Tod, and only do 1 point of damage. For a few rounds the battle is tense and ineffectual, but then both Gordon and Donald are hacked down. Pete shoots a hobgoblin and draws his sword, while Hackamore kills another. It is 2 vs 2 but luck is entirely with the hobgoblins who hack down Hackamore and Pete, bringing the battle and Gordon's saga to an end.

### **TURN 9+ for Gnomes**

In west room, find a chest. Gnorman fails trap check and goes down due to blade trap Loses 2 points of Constitution, but his life is saved. They find 100cp, 100sp, potion of healing and 100ep inside.

They follow South corridor where goblin had fled and surprise 11 goblins. Beavis kills 1 and Knobulous uses his sleep scroll to put down 8 others. The Gobs escape to Hobgobs who killed Gordon. Gnorman opens their chest and finds 100gp

When they follow the enemy, they discover Scobo's lifeless body, loot it and flee from the dungeon, realizing that they're partners are done for.

### **GNOME TAKE:**

Scroll of Sleep and Push (Knobulous)

Healing Potion (Beavis)

411gp

Wand of Flesh to Stone (4 charges) (Knobulous)

Stan reaches 2<sup>nd</sup> level, and doubles his Hit Points!