

Session/Game: Krondar, D&D5e 25

Date: November 11, 2018

Episode 25: The Invincible 5 (minus 2) vs. GNOMES

Campaign Date: Eighth Month, Days 1-14, 1174 of 12th Age

Characters:

Nak, human, barbarian-5, Neutral Good (Andrew Smith)

Sister Tempest, human, wizard-5, Neutral (Marlon Kirton)

Squire Percy St.Chad, human, noble, 2HD (henchman)

Langston Falco, human, fighter-5, Lawful Neutral (Dave Nelson)

DM: Lords of Hack Dungeon-o-matic

LOG:

Day 1, Newport Town

Nak, having won a treasure map in a poker game, tried to gather the Invincible 5, but only managed to contact Falco and Sister Tempest (with her new henchman Percy). They found that the map led to a demon-haunted ruin just south of Newport County. Gathering supplies they resolved to raid the dungeon the next day.

Day 2, Against the Gnomes

While the entry chamber was empty, a room nearby had a loose paver in the floor. As Langston Falco was trying and failing to heave it up, a displacer beast ambushed the party, but they made short work of it. Backtracking to the entry chamber, Nak listened at another door and got a real earful. He accurately identified that the rooms beyond were being guarded by a pack of 16 Gnolls, whom he constantly referred to as Gnomes to the rest of the party.

Nak and Falco burst in and each killed 2 "gnomes" and then Sister Tempest let loose with a fireball killing all by about 5 of them. These last pack of losers were soon wiped out too.

The group was a little tired and decided to take a short rest. However, a bearded devil, the Gnoll's commander showed up looking for the Gnolls. This chump was soon chopped into hamburger, mostly by Nak.

Proceeding whence the devil came, they found a side door. Nak wrenched the door open, but was attacked by some poisonous scorpions who injured him with their venom. Around the corner they discovered a pride of 3 more displacer beasts who proved to be quite formidable. After a long battle in which both Nak and Falco were bloodied, and everyone exhausted, they killed all 3 beasts. The beasts were guarding a nice collection of treasure which the team recovered.

Exhausted, the party returns to Newport for a good night's rest.

Day 3: The Shadow Knows

Returning refreshed, the team discovers the master of the dungeon, a Shadow Demon, with its 3 Ogre henchmen. Falco and Nak rush in and concentrate their attacks to eliminate the ogres quickly with maximum brutality. However, the Shadow Demon proved much more dangerous, disappearing into the darkness after each of his devastating psychic attacks.

Tempest's lightning bolts proved useless against the demons, and fire based attacks only minimally effective, but magic missiles proved much more useful. Percy St. Chad's keen eye made him an ideal spotter, who targeted the demon for his mistress. Nak and Falco added a rain of blows and the demon was finally destroyed. They gathered another set of treasures and returned safely to town.