The Sylmore Campaign (7/2005-1/2009) has concluded!  R.I.P.

I was worried about a TPK for a bit, and two characters were actually reduced to negative hit points, but all survived.  The Demon-King is dead, and the forces of good are ascendant in the Old Ruins.  The PCs are now powerful, famous, well-liked, and fabulously wealthy.

Tom controlled Melubb the Mystic Theurge as well as his own ranger Alfred.  I ran Loric the elvish rogue as an NPC and took a best guess as to his stats.

Here’s what happened:

The PCs, along with the changeling Sigyn, the felldrake (which I then completely forgot about for the entire game – oh, well) and the “real” Sigyn’s party (8 elvish warriors), set off to confront the Demon-King.  There was much planning of what spells Melubb would cast (Tom’s choices probably turned the tide in the combat, actually).

You reached a large room that had a set of double-doors.  You had reason to expect that the Demon-King would be behind those doors.  Also in the room was a bunch of enslaved halflings, being led by four trolls.  In another area of the room stood a human in ragged clothes.  Two large side halls led off into opposite directions.

The party engaged the trolls, and while the trolls put up a good fight, they were clearly overmatched.  Shorty and Loric, not needed in the combat, went to go talk to the guy.  Loric recognized him as Esteban, the bard from the adventuring party Loric was in – this was the same party that disappeared six months ago, and included Sigyn’s human father.  Esteban claimed that he was being magically held in this room by the Demon-King, who kept him alive so that he could sing for him now and again.

Shorty made his Spot check and noticed the charging white dragon coming down one of the halls, and warned the party.  The white dragon made it into the room and froze up several of the elves, although Shorty and Loric both wounded it with prepared actions as it came through the door.  Sigyn (changeling) became invisible somehow, and Melubb used *greater invisibility* for the rest of the combat.

At the same time, Melubb noticed that Esteban appeared to be casting a silent, stilled spell ... but he had other things to deal with at the moment.

The dragon had a dark-armored warrior riding it!  This fellow appeared to be a half-elf, although half his face was all leprous and tumorous – you all assumed that this was the Demon-King (at first).

Sigyn (human) was still engaging the last troll, but the elves and PCs all focused on the dragon (although Shorty’s sonic blasts were able to get the rider, too).  The dragon turned his attention to Loric and reduced him to negative hit points in two rounds.

A bunch of skeleton warriors suddenly rose from the ground!  Shorty and Alfred both took hits, but the PCs focused their attention on the dragon.  The elves wound up fighting the skeletons.  Melubb wondered why his pendant that was supposed to repel undead wasn’t working.

The dragon, even with his outrageous Armor Class, went down quickly, and the warrior lost a round stumbling away from the carcass of his mount.

At this point “Esteban” revealed his true colors and starting casting attack spells on Gaspar the Paladin!  This was the Demon-King!  (He was pretending to be friendly so that he could get hold of the magic book Melubb was carrying, but when you looked like you were going to kill his chief lieutenant, he got ticked off and dropped the act.)

The combat continued for several more rounds.  The elves and skeletons engaged hand-to-hand, Sigyn-human finally dispatched the last troll, and a couple of the elves were reduced to negative hit points (although their comrades were able to heal them enough for them to get back on their feet).

Gaspar the paladin did most of the heavy hitting and damage absorption, thanks to the buff spells Melubb cast.  Gaspar had *stoneskin*, which basically gave him DR10, as well as another spell (something like *divine judgment* – can’t remember the exact name) that increased his damage but also did 10 hp damage to himself with every strike...which the *stoneskin* negated.

The warrior (a blackguard) couldn’t cause any damage to the paladin, and his poisoned blade couldn’t get past Gaspar’s Fortitude save.  As for the Demon-King, the paladin kept him focused on him, while Shorty and Alfred kept wearing him down.  The Demon-King tried to take Gaspar down with a fire-blast sort of spell (can’t remember the name again), and did succeed in frying his own guy (who had 1 hp left), and Sigyn-changeling (who was healed by Melubb just in time).  Gaspar used up all his healing on himself, but he was still standing.

As the Demon-King got more and more damaged (he had DR 10, too, which is why he stayed standing so long – you guys did well over 200 hp damage to him), his skin started peeling away, Terminator-like, revealing the bubbly, gross, demonic form within.

(You may recall one of the first things you fought in the Old Ruins was a skinless horror – that was the bard whose skin got stolen by the Demon-King, who’s been wearing it ever since.)

Anyway, the paladin was finally getting worn down, but the Demon-King went down faster.  A volley of arrows from Alfred ended his vile existence.  The skeletons evaporated.  The enslaved halflings were released.

Denouement:  The party went through the double doors and found the Demon-King’s library, treasure horde, and dungeon ... Sigyn’s father was found and released, and there was much rejoicing.  The elves, dwarves, gnomes, and practically everyone else you’ve met in the Old Ruins is very grateful to you.  The Fire Giants and Hill Giants suddenly became very polite.  The black dragon you negotiated with last time skedaddled for parts unknown.  A good point to end the campaign.

Thanks for playing!