Session/Game: DJM-14; RatR-3 **Date:** April 26, 2026

Episode 14: Stupid Elves
Campaign Date: December 16-26, 26 LOH.

Characters:
Boone, man, paladin-4, lawful (Craig)
Gnim Beam, gnome, delver-3, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-3 (hench)
Frank Harlock, man, merchant-4, lawful (Dave)
Adhemar, man, militant-2, lawful (hench)
Frisky Steve the Mule
Father Godwin, man, spiritual-3, lawful (Bob)
Legendary Larry, man, warrior-1, lawful (hench)

Judge: None

Log:

PART ONE: A Walk in the Woods—Hex 6 of Goblin Forest

The captains of Fort Lawsome decided to explore hex 6, the last unexplored hex of the first ring of the Goblin Forest around Green Springs. With Darius being missing and Knobulous dead, they chose Sir Holger to command the garrison at the fort while Boone, Frank and Godwin with their henchmen made the expedition.
December 16—nothing of interest found
December 17—despite the interference of an easily moved log, they discovered a ruined temple of the Queen of Madness, with a dungeon entrance.
December 18—While crossing over the West Road, they encountered a patrol from Green Spring, but Boone convinced them to move along without shakedown or hassle, That night Father Godwin gave a loud groan at night that Gnim thought was a bear.
December 19—The day was wasted when they encountered a chasm which blocked progress. The night they were annoyed when the Gnim raised a false alarm after hearing spooky noises, he's really more of a hill Gnome than a forest Gnome.
December 20—The party stumbled over a pile of 10cp. Bonus day for henchmen! However, that night Biscuit Weevils ate all their food supplies.
December 21—The party returns to Fort Lawsome for more food.
December 22—*The team stumbles upon some helpful Minor Spirits who reveal a strange pond that bubbles up 3 doses of owlbear punch.* They then find a single hut in the wood that is inhabited by Tim the Sorcerer, who proved helpful and friendly. He gave them useful information to speed up their mapping and let them spend the night in the hut.
December 23—Father Godwin stepped in a hole inhabited by an angry badger who clawed him up a bit. Boone and Gnim killed and skinned the beast. At the end of the day they completed the survey of hex 6 and returned home and spent several days at rest and planning.

PART TWO: TEMPLE OF THE QUEEN OF MADNESS LEVEL 1: December 26

Boone, Godwin, Frank and the henchmen returned the ruined temple of the Queen of Madness, hoping to rush through the first level and get to the more lucrative second level as quickly as possible.

The first section of level one was a corridor with a parallel room on either side and arrow slits giving field of shot on the corridor. Frank and Gnim sneaked ahead and peaked into arrow slits: Frank on the right, Gnim on the left. Gnim spotted a band of 5 scruffy wood elves on that side. Frank, however, trigger a sleep gas trap on the right which caused Frank, Larry and Wee Gloria to fall into a magic slumber for 10 minutes. Luckily, the elves were busy gambling and didn't bother keeping watch and missed the arrival of the party altogether. When the sleepers awakened, the party advanced to the door to elf room and busted it open. Boone began to parley with them and they in turn demanded a toll. At Frank's suggestion, Boone offered some Owlbear Punch, but this served to anger the elves and a fight broke out. The elves did some minor damage to the party, but were soon wiped out.

The party proceeded to a large room beyond which was filled with pit traps, but no one fell into any of them. They spotted an evil archway to the west and Godwin used a Bless spell to protect Gnim from the door curse and he scooted through and retrieved a gold ingot from the hall beyond. The ignored the rest of the west section since there was so signs of stairs downwards.

Proceeding to the east section, the party surprised a gelatinous cube, whom Frank and Gnim killed by surprise attack. In the next room they found a pile of garbage and set Boone to rake through it. He found some small treasure and the crew moved on. They found the stair down to level 2 and advanced forthwith.

PART THREE: TEMPLE OF THE QUEEN OF MADNESS LEVEL 2

Searching the second level of the dungeon, they opened a small 5x10 room where they saw 2 ghouls and 8 giant rats. Frank killed one ghoul by surprise attack, but then the horde spilled out and attacked. The second ghoul immediately paralyzed Frank. Boone then killed the second ghoul and the crew massacred the rats in short order.

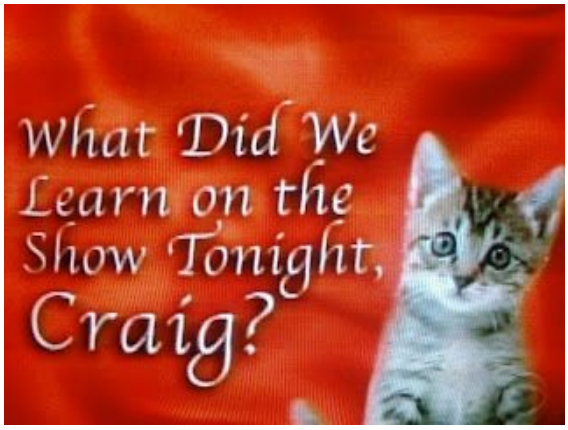
Nearby they were showered by a falling pile of garbage which sickened the mule and Godwin. Still further, another pile of garbage infected Larry. It's no wonder the place had giant rats.

While the party was working on opening some doorways, a pair of warrior skeletons wandered by to attack. After some Holy Water, the mule and Larry killed one and Wee Gloria finished the other. They gathered some treasure from some nearby rooms and found a large evil chamber.

The evil chamber was being examined by a party of Chaotic adventurers called "The Killer Cult of Madness". The cult consisted of 5 level-2 principals: Raving Robert the Ravager, Weird Willy the Warrior, Crazy Paul the Punisher, Mad Pete the Punisher, and Wildman Waldorf the Warlock, and their 4 cultist flunkies.

Frank gets off a surprise crossbow shot and kills the Warlock. Boone kills Crazy Paul and Ravager Robert. Gnim kills one of the cultists and Larry another. Frank and Boone kill Willy and the others finish off the last 2 cultists. They destroy the scroll of Blood Heal and Talisman of Face Melter that the cult possessed and took off the rest of

their treasure. At this point level 2 of the dungeon was cleared and there was no 3rd level, so the party returned to For Lawsome. Godwin, the mule and Larry were cured of their dungeon disease by Boone and Holger. The principals took 1124 xp, 624 of which were from gold.



We established that it takes 1d6+2 successful search days to map a 5 mile hex. Even a 17 CHA paladin can miss a negotiation check. A second level party is not much of a threat to a 4th level party with some 3rd level henchmen.