**Session/Game**: DJM-15; RatR-3 **Date:** May 20, 2026

**Episode 15: To Search, Vainly, for Spook Holes**
**Campaign Date**: January 1-16, 27 LOH.

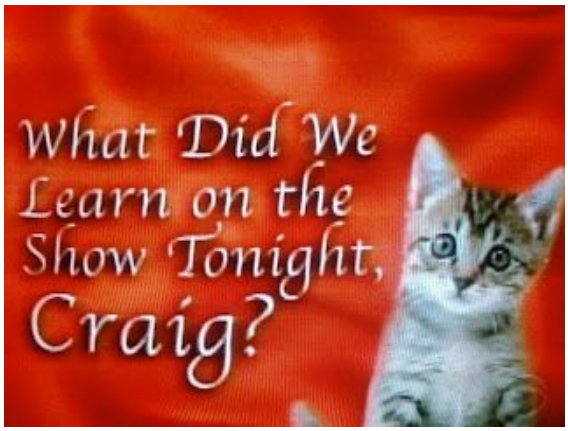
**Characters:**
Boone, man, paladin-4, lawful (Craig)
Gnim Beam, gnome, delver-3, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-3 (hench)
Frank Harlock, man, merchant-4, lawful (Dave)
Adhemar, man, militant-2, lawful (hench)
Frisky Steve the Mule
Father Godwin, man, spiritual-4, lawful (Bob)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

**Judge:** None

**Log:**
Leaving Sir Holger to guard Fort Lawsome, the rest of the crew, joined by Mad Lenard, a new wizard pal, headed out to search the second and third circles of hexes in the Goblin Forest.
January 1: They get lost in hex 13, but Frank finds the path.
January 2: Find nothing in hex 13
January 3: after avoiding an easily moved log, they spy, attack and seize a wooden goblin watch tower in hex 13, led by a stealth infiltration by Frank and Gnim. Of the 12 goblins, Frank killed 5, Gnim 1, Boone 2 and Lenard 4. [40gp, 60xp].
January 4: Hex 13 has now been completely searched.
January 5: The party moves onto Hex 28, finding some copper pieces they gave to the henchmen.
January 6: They discover a sealed barrow in hex 28. After they unseal it, Frank scouts ahead into the chamber and is ambushed and wounded by 7 zombies. Adhemar and Godwin use Righteous Light to blind and repel the zombies, killing 1 in the process. Frank backstabs 2 to death and Gnim 1. Boone kills 2 more and Larry the last one. Adhemar heals Frank. [300gp, 140xp].
January 7: a path with an easily moved log leads to a ruined castle. The castle is inhabited by a pack of wolves and has no dungeon entrance. The party decides to avoid the place,
January 8: the party discovers 3 gems in the woods of hex 28 [1600gp]. Hereupon hex 28 has been completely searched.
January 9: the party returns to Fort Lawsome and rests.
January 10: Heading to hex 7, the party gets caught in a terrible storm. Wee Gloria's pony and Frank's horse are lost in the turmoil and no searching gets done. That night, their soggy camp is attacked by a flock of 19 stirges, whom they kill or drive off after a brisk battle. [247 xp].

January 11: the henchmen are falsely alarmed at noise in the bushes while searching hex 7.
January 12: party goes to Green Spring Village to replace lost mounts and get supplies.
January 13: they discover some copper pieces on the path in hex 7. They also encounter a cluster of 6 houses owned by some lumberjacks. They arrange to spend the night among them.
January 14: the party surprises and kills a flock of 11 roosting stirges in hex 7 [143xp]
January 15: the party encounters a local hunter in hex 7.
January 16: the party completed the search of hex 7, finding no dungeon.

| | Gold Received | Total XP—including from gold, monsters and session award |
|---|---|---|
| Partners | 323gp | 923 |
| Henchmen | 161gp | 461 |




Sometimes you just can't find what you're looking for.