Session/Game: DJM-16; RatR-3 **Date:** June 3, 2026

Episode 16: Stick in the Mud
Campaign Date: January 18-21, 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 Leonard, man, wizard-2, lawful (Pete)

Judge: None

Log:
Leaving Sir Holger to guard Fort Lawsome, the rest of the crew headed out to continue to search the hexes along the southern road in the Goblin Forest.
January 18: The party investigates hex 19 and is ambushed by 5 wolves, which chew on a couple of horses before being wiped out. Later they find a cave which Frank scouts out and kills a giant toad he finds there.
January 19: Continuing to search hex 19, they spot and avoid a hermit in the woods and discover a dead raccoon.
January 20: After peacefully speaking with a mounted patrol from Green Spring Village, the adventurers discover an open barrow which was a dungeon entrance. Since hex 19 was completely searched, they returned to Fort Lawsome for the night to rest and prepare to delve the dungeon.
January 21: The party entered the upper level of the dungeon [encounter level 2]. There was some trouble getting the mule down the stairs, but it eventually got there. In the first section, they encountered 5 dwarves and their dungeon hog. Boone convinced them to move on amicably. While the party is searching, a group of 4 warriors stumble into the party's rear. Perhaps because they were outnumbered, the warriors decide to leave the party alone and withdraw.

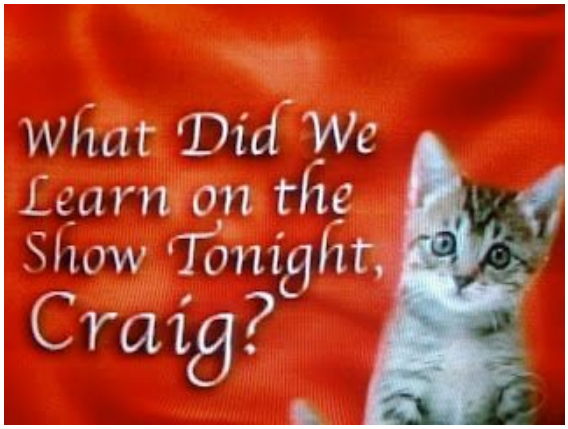
After they pass through an Evil Door to section 2, they spot a large jug. Frank safely opens it and retrieves 200gp and a seer stone. As the party advances, it is surprised by 4 troglodytes, lurking in the dark. Frank and Boone together kill one of them, Leonard sleeps 2 of them and the fourth escapes down a staircase to a lower level [encounter level 3] in the next, empty, room. The party then finds a garbage pit which sickens Frisky Steve the mule. Boone paws through the garbage and finds 6 silver arrows.

Section 3 of the level was a single, large, empty room, so they immediately rushed over to Section 4. This last section proved to be another single large room, but

this one had another stairway down to the lower level and was crammed with 17 small-sized skeletons and 4 robber flies. Boone rampaged and destroyed 8 of the skeletons in a moment and Godwin used Righteous Light to destroy 7 more and the last 2 fled down the stairs. Boone then killed one of the flies and then a second. Frank killed the third, which had been blinded by Gloria's Righteous Light, and then Boone killed the last one.

The upper level having been cleared, the party returned home.

	Gold Received	Total XP—including from gold, monsters and session award
Partners	63gp	532xp
Henchmen	32gp	266xp



It's neither challenging nor lucrative for a party of 4th, 3rd and 2nd level characters to delve a 2nd level dungeon.