Session/Game: DJM-17; RatR-3 **Date:** July 22, 2026

Episode 17: Does Anyone Actually Live Here?
Campaign Date: January 23, 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-3, lawful (Pete)

Judge: None

Log:

Godwin, Leonard, Boone, Frank and their henchmen, after a brief rest in Fort Lawsome, return to the barrow dungeon in hex 19 of the goblin forest. Frisky Steve proved to be particularly stubborn about being led down the stairs. His objections between the surface and floor 1 were such that the party was attacked by a pair of giant crabs. The crabs did some minor damage before Mad Leonard used magic to put them to sleep. The party spends a long period of time getting to the first floor and then down to the second, after the fight, but reaches the second floor at last.

At the center section of floor 2 [a 3rd encounter level floor] the party made a thorough search of all rooms, but found them all empty. Even the treasure sacks lying on the floor of one room were empty.

Next they moved to the western section of floor 2. While they were fiddling with various doors, which all led to more empty rooms, a band of 3 wandering ogres stumbled by. Godwin blinded 2 of them with *Righteous Light*. Frank killed one of the blinded ones immediately with a single crossbow bolt and Mad Leonard put the other two down with a *Sleep* spell. They took 300gp off of the ogres and then found 1100gp worth of jewelry in a room nearby. A portcullis trap fell down, separating the party into 2 groups, but Mad Leonard used a *Knock* spell to open it back up.

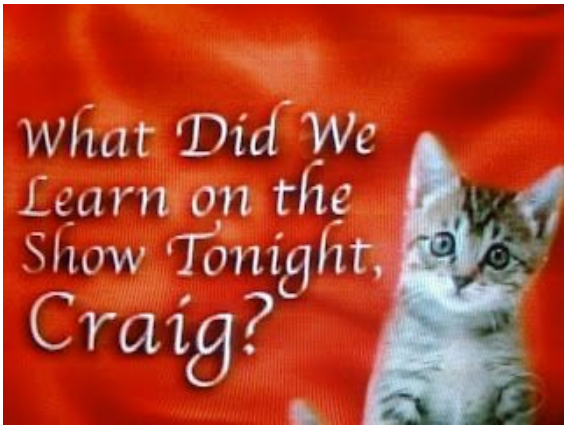
The team backtracked through the center section to the eastern section. Gnim managed to prevent a greasy slide pit from activating. Then the party found a treasure chest. Frank opened the chest but was lightly injured by a dart trap. Inside they found a masterwork sharp sword (eventually goes to Larry) and a dose of Essence of Krangor (to Frank). They then get Godwin to Bless Frank, Boone, Larry and Gloria who could then pass through an Evil Door to find a sealed urn. Frank opens the urn safely, and they find 300gp and a dose of caustic blade venom (to Boone).

Pushing forward, the party enters the far eastern section (the final one). Again, the section was filled with empty rooms. One of the doors activated an avalanche of

garbage, which sickened Frisky Steve the Mule, but he was successfully treated with golden rod. In another room they found a seer's stone (to Leonard).

The second floor having been cleared, the party returned home. There were several stair cases leading down to a third floor, to which they intend to return.

	Gold Received	Total XP—including from gold, monsters and session award
Partners	300gp	600xp
Henchmen	150gp	300xp



A dungeon "level", i.e., the number of stories an area lies beneath the ground, is not equal to the encounter difficulty level of monsters and treasures found on it. Therefore, for clarity's sake we shall call the depth "floors" instead of "levels." As today's game was set 2 stories or full flights of stairs deep, it's called "the second floor" of the dungeon with "level 3 encounters."