Session/Game: DJM-18; RatR-3 **Date:** August 12, 2026

Episode 18: I Think We Found Where All the Monsters Live
Campaign Date: February 1, 27 LOH.

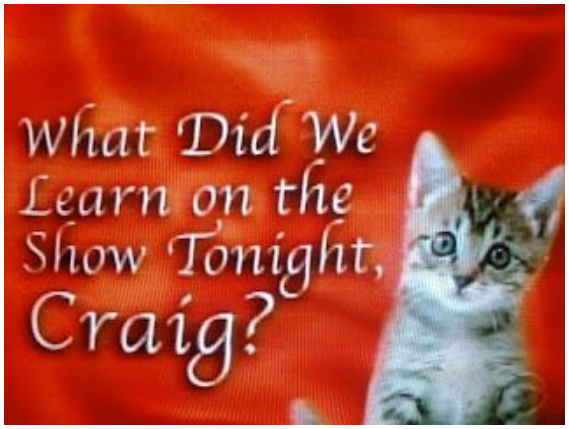
Characters:
Boone, man, paladin-4, lawful (Craig)
Gnim Beam, gnome, delver-3, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-3 (hench)
Frank Harlock, man, merchant-5, lawful (Dave)
Adhemar, man, militant-3, lawful (hench)
Frisky Steve the Mule
Father Godwin, man, spiritual-4, lawful (Bob)
Legendary Larry, man, warrior-1, lawful (hench)

Judge: None

Log:
Godwin, Boone, Frank and their henchmen, after a rest and re-equip at Fort Lawsome, return to the barrow dungeon in hex 19 of the goblin forest. Frisky Steve only made a minor objection to being led down 3 flights of stairs to the 3rd floor of the dungeon (level 4 difficulty).
Section 1: this section contained 2 rooms, that were posed to watch the corridor from the stairway. One room had a locked evil door. Godwin used a bless spell to allow Frank, Boone, Adhemar and Gnim to pass through the evil curse safely. Inside they found a locked chest, which Frank opened, but he was wounded by a dart trap while recovering 400gp. Across the hall they discovered a room stuffed with garbage. Boone searched it and discovered a healing potion and 1900gp worth of gems.
Section 2: The entry room was guarded by a slightly smallish Owlbear, which Frank and Gnim killed with a single surprise shot each. They recovered 400gp. While the party was checking doors and so forth a band of 16 orcs (9 regular, 6 elite, 1 champion) wandered down the hall from behind them. The orcs scored 2 critical hits on Frank and 1 on Adhemar on their first attack, but the team turned the tide quickly. After Frank was healed by Wee and Godwin, Frank, Boone and Adhemar waded into the hallyway and slaughtered the orcs. Frank killed 7, Boone 8, and Adhemar 1. The team recovered 82gp in pocket change. Moving forward, the party discovered a web-filled room with a dozen giant spiders. They slammed the door closed and used orc swords to wedge it shut. While they were doing the work, a Black Tunnel Wyrm (wingless black dragon) wandered in, following its orcish scout party. The Wyrm did some serious damage to Godwin, but didn't kill him, on the first rush. Adhemar used Righteous Light to blind the beast, after which Gnim wounded it and Frank killed it with a critical back-shot. After the party gets Godwin patched up, they open the last room in the section ad face off with 4 Hoborg Warrior/Delvers. One injures Frank significantly by doing a Dagger Surprise, but all 4 are soon killed. They recover some Flash Powder, a Healing Potion and 91gp from them.

Section 3: The party stumbles into another garbage room, where the mule caught a disease and Boone found 50sp. Nearby they found some sacks in a room with 200gp, 6 +1 crossbow bolts and another healing potion. They then spotted a locked iron gate and when they looked through it they were surprised by a charging stone giant, who pushed through the gate and wounded Frank. The team poured on everything they had and killed the giant quickly. In a closet off the giant's chamber was a sack. Frank searched it and was pricked by a poison needle. Godwin tried White Lotus on Frank, but it failed, so he used a spell to neutralize the venom and save Frank. The sack was otherwise filled with worthless rocks.
Section 4: this section was mostly empty, but the party discovered 400gp lying on the ground.
Section 5: this final section was a large, empty colonaded chamber with several small closets, While examining a closet door, Frank activated a sleep gas trap which put all the party members except Boone, Wee Gloria and Adhemar for 40 minutes. 2 Harpies wandered into the chamber, but the awake adventurers managed to catch them by surprise. Wee dazed one with Righteous Light while Boone and Adhemar killed the other during the surprise attack. Before the dazed harpy could recover, the three killed it too. When the whole party awoke, they cleared the rest of the closets, finding nothing but garbage. Frank caught an infection, but cured it with golden rod.
End: The third floor, and thus the entire dungeon was now cleared and the party returns to Fort Lawesome. Boone cures the mule's infection.

	Gold Received	Total XP—including from gold, monsters and session award
Partners	1309gp	1642xp
Henchmen	654gp	3285xp



The Righteous Light spell does not blind targets, only dazes them so they lose their next action. Jacks do not get a Backstab attack against targets so dazed.