Session/Game: DJM-21; RatR-3 **Date:** October 7, 2026

Episode 21: Dungeon Poaching: Beaten to the Light and Blinded by the Punch.
Campaign Date: February 4, 27 LOH.

Characters—THE AWESOME LAWSOME:
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-2, lawful (hench)
Mad Leonard, man, wizard-3, lawful (Pete)

Quarg and Tragg, dwarf, soldier-0-C, lawful (mercenary)

Judge: None

LOG:
February 4, LOH-27, Goblin Forest, Hex-20, Ruined Castle Dungeon, Floor 1
Having heard about The Door Busters failed attempt to clear the first floor of the hex 20 castle dungeon, the Awesome Lawsome decided to poach it while they were out of town. Once again, leaving Sir Holger at Fort Lawsome, Boone, Frank, Leonard and Godwin, with henchmen and 2 dwarf crossbowmen from the garrison, made way to the dungeon. They left 1 dwarf,Tragg, to watch the horses and brought the second, Quarg into the dungeon to mind the mule.

<u>Section 1</u>
They opened one chamber and discovered 2 wights haunting within. Frank killed the first but a surprise shot with a silver crossbow bolt. The remaining wight hit Gnim, but failed to drain a level. Boone wounded it with a silver ax and Frank finished it with a silver sword thrust. The rest of the first section was empty.
<u>Section 2</u>
Among several small empty or trapped chambers, Awesome Lawsome spotted 12 Punishers (armed Chaotic clerics) through an open Evil archway. Frank killed one by a surprise crossbow shot. Adhemar wounds 3 and kills one using holy water. Wee Gloria dazes all of them with Righteous Light. Mad Leonard steps forward and with the help of sleep sand, puts 4 of the clerics to sleep. The 2 of the remaining Punishers respond by waking 2 of their fellows, while 2 others used Stun Blasphemer spells to rattle Leonard and Adhemar. Two more tried to use Fearsome Darkness, but Godwin and Wee Gloria counter-spelled the attempts. Frank and Gnim kill a wounded one with 2 shots. Boone kills another wounded one with his bow. Boone and Gnim team up and shoot down another. Frank decides to charge in against the remaining 5, taking

damage from the Evil Archway and one ax attack. Leonard finishes the rest with another sand-supported sleep spell. The Lawsomes managed to clear 230gp, a dose of caustic venom (later given to Frank) and 300xp from the encounter. Frank, however, drank an Owlbear Punch while trying to treat his wounds and was stricken blind.

Searching the rest of the section, the party avoided a Greasy Shoot trap and a garbage pile trap. Then they found a treasure room and recovered 1200gp in gems, 300gp, and a suit of plate armor (later given to Legendary Larry).

Unfortunately, the Lawsomes stumbled into another Greasy Shaft trap. Mad Leonard, Godwin and Blind Frank all fell down the shoot down to somewhere on floor 2.

Section 3-4

The bulk of the Lawsomes decided to clear up the rest of the first floor and take one of the two stairs they had found downward. When they were proceeding through section 3 into 4 a wandering Owlbear burst out of a door onto Boone and Gnim. Boone with some help from Adhemar finally killed the beast, but not before it lay a serious beat down on Boone (175xp). They safely avoid a garbage trap and Boone sorts through the trash and finds a piece of jewelry worth 1100gp.

Section 5

This section was empty but for a stair down to floor 2. The first floor was now cleared.

FLOOR 2 (encounter level 4)

Meanwhile, down below, Godwin, Leonard and Frank found themselves in a chamber, assaulted by 12 orcs. The orcs wounded all of them slightly on their first rush. But Godwin used his Holy Symbol to daze them all with Righteous Light. This gave Leonard the chance to step back and put 11 of them to sleep. Even Blind Frank got into the action and stabbed the last one to death. While Frank was stabbing at sleeping orcs, they heard a band of 12 skeletons breaking into the room. Leonard lit a spirit candle and Godwin cast a Sanctuary spell on himself. The candle gave the Lawsomes the initiative and Godwin used Righteous Light, destroying 1 skeleton and driving off the rest. (240xp). Godwin used Locate Object spell to focus on Frisky Steve's pack saddle and they soon were reunited with the main party.

Epilogue

The Lawsomes return to the Fort and divide the treasure. Adhemar and Frank depart for Newport. Frank takes 21 days to finally get the Bishop of Lord Bounty to heal his blindness (1800gp and a Quest to be determined later). With travel time, Frank and Adhemar will be gone from February 5 till March 11. At the start of each session with the Lawsomes after his return, roll 1d4. If a 1 appears, Frank is summoned to complete his quest for the bishop [3d6 days away and the same back, either make it an adventure, or just have him gone].

	Gold Received	Total XP—including from gold, monsters and session award
Partners	480gp	1456
Henchmen	240gp	728

MEANWHILE, THE DOOR BUSTERS

From January 16 to February 7, Newport and the Road

The Door Busters traveled to Newport to recruit more members. They met the late Mandalf's cousin and heir Chester Shambles and he agreed to take up Mandalf's spot on the team, in exchange for him paying for the various furniture and supplies needed to get the new castle up and running.

Chester made a scroll of Circle of Protection while the Busters were recruiting henchmen. He and his lackey Stinky Britches got the wagon loaded up and was ready when they were. Terrance fired Lucky Joe, because of religious intolerance, but Gormhax hired him on as henchman. Terrance hired a militant named Uthrad and an Elf enchanter/scout named Joyous Wind. Gnorbert hired Raymond Righteous (man, militant) and Flingo the halfling lackey.



Despite all your bitching and moaning, the 3rd round morale roll was not doom and the end of the world.