Session/Game: DJM-22; RatR-3 **Date:** October 28, 2026

Episode 22: Tunnel Full of Bugbears
Campaign Date: February 8, 27 LOH.

Characters—THE DOOR BUSTERS:
Gormhax, man, berserker-3, neutral (Pete)
Lucky Joe, man, warrior-1, neutral (hench)
Terrance Greybeard, dwarf, militant-4, lawful (Craig)
Joyous Wind, elf, enchanter/scout-1, lawful (hench)
Ulfhard, dwarf, militant-1, lawful (hench)
Chester Shambles, man, sorcerer/delver-2, neutral (Dave)
Stinky Britches, man, lackey-1, neutral (hench)

Judge: None

LOG:
February 8, LOH-27, Goblin Forest, Hex-20, Ruined Castle Dungeon, Floor 2
Having heard about The Awesome Lawsome having poached Floor 1 of the hex 20 dungeon, and despite Gnorbert being down with a case of Finster Weevils, the Door Busters set out to get to Floor 2 (encounter rating 4) before the Lawsome came back.
Section 1-Center
After Stinky Britches got the pack mule down the stairs, eventually but without incident, the Busters saw a locked evil door, which Chester got open. Stinky, using his 10-foot pole detected a series of pits in the room which the team avoided. They found 400gp in the room. Chester then scouted ahead around 2 corners and spotted 8 warrior skeletons in the corridor. He returned and reported, and the Busters prepared for their arrival. Gormhax injured the first skeleton and then Terrance drove them all away with a *Righteous Light* spell. Gormhax killed the previously wounded skeleton before the crowd of them fled to section 3 (south). In a nearby room, they discovered an iron chest, which Chester unlocked and disarmed its trap. They found 1000gp worth of silver ingots and a *Cloak of Protection +1* inside, which Chester put on "for now." As they continued to search, Stinky's pole uncovered a greasy pit/shoot which was happily avoided. Then they spotted a treasure chest. Chester failed to deactivate a trap, which was a clanging alarm. Luckily, the alarm alerted no monsters, but unluckily, the chest only held 200cp (worse than garbage).

Section 2—East
The Busters spotted a garbage pile behind an iron gate, and decided not to mess with it. Around the corner, however, they stumbled into a horde of 14 bugbears. Stinky Britches, who was up front probing for pits, fled for his life when he spotted them. The rest of the Busters, at Chester's suggestion, arranged themselves at an intersection where Lucky Joe, Chester, Terrance, Ulfhard and Gormhax could surround a single space where the Bugbears had to advance one at a time to meet them.

What followed was a very long grueling grind where the Bugbears, who stubbornly refused to quit, just kept rushing into the kill hole.

Joyous Wind, from the second row, behind Terrance, managed to put 2 Bugbears to sleep with magic, but one was awakened by his fellows. Once in a while he got a shot off with his bow over Terrance's head. Joyous eventually lost his nerve and turned to try to unlock the iron door behind him, in vain. Terrance then rallied Joyous back to the fight where he managed to put another Bugbear to sleep.

Lucky Joe stood fast on the battle line doing damage now and again but never taking a hit. Ulfhard was not so lucky. A Bugbear slammed a morning star down so hard on his head that it was driven clear down to his stomach for a quick, horrific death. Stinky Britches took the mule and led it around the corner at the first opportunity and stayed there out of the fight.

Chester was wounded by one of the first Bugbears and played dead for a moment. He then used a smoke bomb to cloak himself and Lucky Joe for a minute and when the smoke cleared attempted a surprise attack, which did little good. He switched to throwing darts as each Bugbear approached before contact. This was quite consistently helpful, hitting 6 of the 10 darts he threw. He injured one with a Shocking Grip, but every other attempt (3 more) failed when the Bugbears saved. 2 attempts with flash powder also achieved nothing.

Terrance took a good share of the beating, but kept on his feet. He never managed to land a single blow in the entire combat, but did heal himself, Gormhax and Chester throughout the battle in contact lulls. He also rallied Joyous Wind, bringing him back to the fight.

Gormhax dealt out serious amounts of damage, being responsible for many of the killing blows, although missing frequently as well. He started with his sword and shield, but when Ulfhard horribly died, he switched to heavy ax, since his surroundings were cleared.

Eventually, 12 Bugbears were killed and 2 were asleep. Chester killed one of the sleepers, and then when Terrance and Joyous were unable to seal the deal on the other, he helped them finish it off. They recovered 356gp from the Bugbears.

After the long, brutal fight, the Door Busters decided to go back to the Castle build site and kick Gnorbert's ass for ditching them on the trip. Chester did keep the +1 cloak.

	Gold Received	Total XP—including from gold, monsters and session award
Partners	200gp	760xp
Henchmen	400gp	1520xp



Sometimes, brains and tactical positioning can overcome both superior power and superior numbers. Also sometimes the bad guys can make 85% of the saving throws when each was only a 15% chance of success. Also, level 1 lackey with a 10’ pole saved us a lot of grief.