**Session/Game**: DJM-4; RatR-3 **Date:** October 19, 2025
**Episode 4: Everything's Coming Up Milhouse**
**Campaign Date**: September 28, 26 LOH.

**Characters:**
Gnorbert, gnome, thief-1, lawful (Bob)
Boone, man, paladin-1, lawful (Craig)
Frank Harlock, man, merchant-1, lawful (Dave)

Knobulous Rex, gnome, enchanter/delver-1, neutral (NPC)
Father Godwin, man, spiritual-1, lawful (NPC)
Freddy Meatface, dwarf, warrior-1 (NPC)

**Judge:** None

**LOG:**

Gnorbert, excited by the treasure he had gathered, and not discouraged from losing his comrades, gathered 5 new chums at "The Keg" in Green Springs village and they immediately raced to the 2nd level of the castle dungeon. Harlock found a silver sword and 20gp in some garbage. The party then spotted an EVIL archway. Father Godwin, trusting to faith alone passed safely through. He then opened some moldy sacks that lay beyond and was bitten by a venomous spider. Godwin was rendered unconscious immediately. Harlock killed the spider with a crossbow shot and Boone retrieved Godwin and the sacks, which contained 100gp.

The party needed to wait about an hour for Godwin to recover from the spider venom. While they waited, a band of 11 halflings, led by Phildo Phaggins, stumbled into them. They were intending to scout the third level of the dungeon for a quest of their own. The halflings were really impressed by the paladin Boone and offered to try an herbal remedy on Godwin, but it didn't help. The halflings then departed.

On Godwin's awakening, the party continued to explore the dungeon. They discovered a locked chest nearby. Harlock attempted to open it, but was severely wounded by a volley of trap darts, one of which messed up his brain (-3 INT, dropping him from 15 to 12). A combination of bandaging and a spell from Godwin got him immediately back into action. The chest contained 500gp worth of gems, 150gp, a flask of blinding powder, and potion of detect magic.

The team worked their way through several rooms, usually with Knobulous Rex opening the locked doors with his excellent skill. One room contained 9 goblins. Knobulous dropped 6 of them with a sleep spell. The rest of the party chopped up the other 3 and collected 31gp in pocket change.

Gnorbert investigated a garbage pile and was blasted by a glyph of warding. He was critically injured, requiring 2 weeks of rest before he could get back into action. They rigged up a carrying sack and Godwin hauled him around. The party decided to keep exploring.

The party found a locked iron box and recovered 1100gp from it. They also encountered 2 brigands and killed them. By this point they had run out of oil, so opening stuck doors quietly became impossible. One such stuck door required repeated batterings to open, which drew the attention of 4 ghouls who had rushed up from the third level. The ghouls paralyzed Knobulous and slightly wounded another adventurer. Godwin unleashed the Righteous Light, which momentarily blinded and slightly injured the ghouls. Given this advantage, the party slew the ghouls.

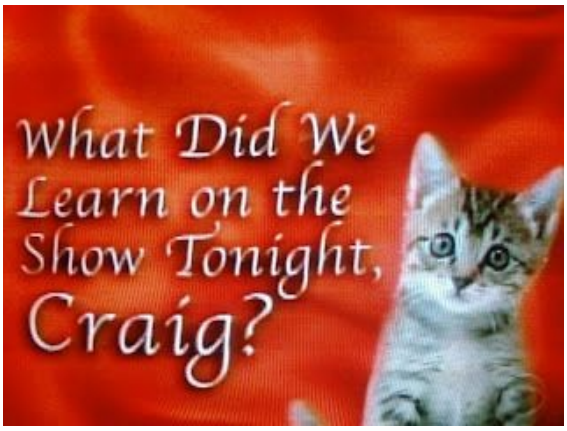
After a few profitless rooms following Knobulous' recovery, the team again faced a stuck door and the pounding that followed attracted an angry owlbear. , The team actually surprised the beast which allowed Harlock to grievously wound the creature with a back shot crossbow hit and Knobulous to kill it. They found 100sp in some garbage.

Again, pounding on doors attracted a wandering monster, this time a giant lizard. Knobulous threw a sleep spell at it, but it saved. Godwin used his second Righteous Light to momentarily blind it which allowed Harlock to kill it with a surprise crossbow hit.

In a room nearby, the party encountered a chaotic adventuring party known as The Treacherous Weasels. The Weasels were composed of 1 warrior, 1 scout, 1 thief, 1 dwarf delver, and 1 alchemist and their 2 brigand helpers. Knobulous threw his last sleep spell, dropping all of the foes except the warrior, whom Boone then slew. The collected about 150gp and some cool gear from the bodies.

After Godwin spent a half hour using his Book of Prayer to regain some power, the investigated the last room on the level. It was entered through an Evil portcullis, but since there was no treasure nor monsters on the far side, the party decided to forgo entering.

They took their ample loot back to the village, greatly satisfied in clearing a level 2 dungeon without any deaths. Gnorbert rose to level 2, but will be out of action until October 11.




Numbers in the party are really important. We were far more successful with 6 guys. Although Harlock and Gnorbert might have died from their serious wounds, we likely would have made it through even then. Lawful Spiritual Clerics are really helpful at level 1, the healing and Righteous Lights were crucial. A delver/enchanter is also really helpful, 2 chances to open a door is great and having some sleep spells in the pocket is keen. Having more oil would have let us avoid wandering monsters.