Session/Game: DJM-7; RatR-3 **Date:** November 16, 2025
Episode 7: Barely an Inconvenience
Campaign Date: October 16—November 9, 26 LOH.

Characters:
Boone, man, paladin-1, lawful (Craig)
Gnim Beam, gnome, elver-1, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-1 (hench)
Frank Harlock, man, merchant-2, lawful (Dave)
Adhemar, man, militant-1, lawful (hench)
Darius the Mysterious, man, wizard-1, neutral (Adam)
Teebles McForest, elf, enchanter/warrior-1, lawful-1 (hench)

Judge: None

LOG:
October 16-November 8, Ruined Temple Dungeon, level-2, Hex 3
Boone, Frank and Darius, having collected some money, traveled together to Newport where they hired some henchmen and bought some equipment and mounts. They then returned to Green Springs.

November 9, Ruined Temple Dungeon, level 2
Boone, Frank and Darius with their henchmen Gnim, Wee Gloria, Adhemar and Teebles, and Frank's dungeon mule Frisky Steve, returned to level 2 of the Ruined Temple Dungeon.
They explored a number of rooms. One had a pit trap, but everyone avoided it. One room was empty. Another had an Evil Gate. Gnim unlocked the gate and Frank entered the room unharmed by the evil. He looted a sack, which triggered a spear launch trap which shot 3 spears at the party, but they all missed. Frank collected 200gp and passed to evil gate safely again. They also found another empty room.
The party then surprised a pair of Gnolls who had 4 trained Giant Toads with them. In the surprise attack, Teebles put 2 toads to sleep with magic and Frank killed another by crossbow. The party pressed the attack and Frank killed a Gnoll that Boone had wounded while Adhemar killed the last toad and then the last Gnoll. A Gnoll inflicted the most minor of wounds on Frank during the fighting. The party collected some treasure and moved on.
Nearby, the party encountered a band of 13 kobolds. The beasties wounded Gnim, who immediately withdrew. Boone and Frank rampaged into the creatures, soon followed by Adhemar and Teebles. The kobolds were soon wiped out, inflicting one nasty wound on Boone.
The team searched an empty room and some corridors until they found a band of 9 skeletons and 6 flying skulls. Adhemar killed 3 skeletons and 2 skulls by unleashing Righteous Light, which also wounded all of the others. Wee Gloria followed up with a second Righteous Light which finished off 5 more skeletons and 3 skulls. Boone rampaged the last skeleton and last skull.

Nearby, they found some silver and a potion just lying around on the ground. Frank searched and collected the treasure but was infected by dungeon disease. Boone, however cured it by his holiness.

The party then stumbled into a band of 5 Lizardmen. While they did wound Gnim on their first rush, they were soon wiped out by 1 sleep spell from Teebles and one from Darius. These scaly jerks just had some silver.

In the last room of the level they found a locked chest. It was not trapped and contained some crappy silver and a scroll.

The take was a bit paltry, 100gp per party member, 50gp per henchman, but the level was cleared and there were 1-2 advancements.



We decided to give Elves a 90% sleep immunity, since their mandatory multi-class was a burden and the secret door thing wasn't that great of a plus. We need to establish how fast a non-cleared dungeon level re-spawns. I need to get a few more kobold miniatures and some flying skulls.