Session/Game: DJM-1; RatR-3 **Date:** August 10, 2025
Episode 1: Fantasy Freakin' Viet Nam
Campaign Date: August 1, 26 LOH to September 7, 26 LOH

Characters:
Darius the Mysterious, human, Wizard-1, Neutral (Adam)
Gortimer, human, Paladin-1, Lawful (Andrew)
Leopold Von Lowenbrau, human, Merchant-1, Lawful (Dave)
Terrance Graybeard, dwarf, Militant-1, Lawful (Craig)

Judge: None

LOG:

August 1, Haunted Tower of Green Springs

Darius, Terrance, Leopold and Gortimer, having arrived in Green Springs for various reasons, decided to team up and explore the ruined tower at the edge of town. They entered the dungeon beneath the tower and were poking around when they spotted some sacks in a room. As they entered the room, a ferocious Owl Bear spotted them through an open archway. They decided to flee immediately. Leopold grabbed the sacks as he fled, which triggered a trap, several darts shot out of the wall, two of which injured him, nearly killing him, but he managed to keep going. When they reached the stairs, the Owl Bear was barreling down on them in the entrance chamber, but Terrance whipped around and activated his Holy Symbol, unleashing a burst of Righteous Light, which caused both Darius and the Owl Bear to become momentarily blinded. This allowed the party to escape (they had to guide Darius up the stairs). They went back to the Slobbo Brothers' Boarding House for some corn chowder (the best) and a bed (the worst). The sacks had a respectable 100gp and a flask of cling fire. Leopold patched himself up and they all determined to return to the dungeon in the morning.

August 2, Haunted Tower of Green Springs

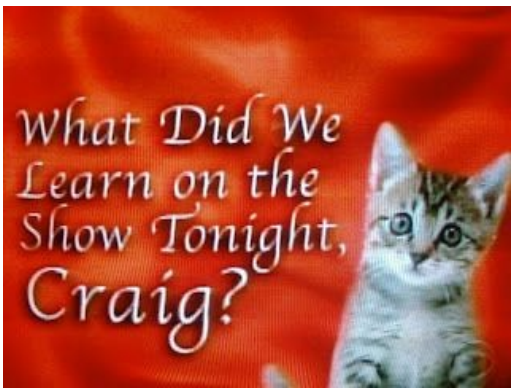
In the morning they climbed back down the stairs and heard the Owl Bear rustling around to the south in its lair. They proceeded to the south to search around a bit more. Leopold sneaked ahead and found a pile of dungeon garbage, which turned out to be crammed with treasure. He recovered some gems, jewelry, a silver dagger, a scroll and some Orcish stink leather and brought it all back to the team. Turning eastward, the party entered a room that was crammed with garbage. Both Leopold and Darius contracted some sort of disease, but Gortimer cured Leopold immediately, and promised to cure Darius in the morning. Gortimer, immune to disease himself, searched through the garbage and found a 10-pound gold bar.

Off to the south, Terrance spotted a flock of 6 blood-sucking stirges. After both the party and stirges stared stupidly at each other for a moment, the stirges swarmed the party. The team killed 3 of them, but as they did, Darius, Terrance and Leopold all

collapsed from blood-loss from their attacks. Gortimer carried on and slew the remaining beasts and tended to the wounded. Leopold, it turns out was only unconscious and leaped up to help. He utterly failed to bandage either Darius or Terrance, but did patch up his own wounds. Gortimer lay hands on Terrance and revived him, but he was never quite his old self, with the loss of blood affecting his brain power. Leopold decanted a pint of Owl Bear Punch into the gravely injured Darius and kept him from dying. However, Darius would require a 5 week rest period before he would be ready for action. Taking their treasure, and dragging Darius, the party returned to Slobbo's.

August 3—September 7: Green Springs, Newport and the journey between

After spending a few days getting Darius settled into a private room and paying a friendly halfling to bring him food and check up on him, the other three booked passage on a grain barge owned by the Gnome merchant Bruce McNasty. They took the barge down river to the town of Newport (a 5-day trip). Here they sold the gems, jewelry and stink leather for a better price than they could have gotten in Green Springs. They also spent some time shopping. All their business complete, they made the 10-day walk up the North-South road back to Green Spring. They gave Darius his share of the treasure. And while they were waiting the last week or so for Darius to recover, they started looking for a henchman or two for their next expedition.



Hey, it's about finding treasure, not killing monsters!