Session/Game: DJM-12; RatR-3 **Date:** March 8, 2026

Episode 12: Jackpot!
Campaign Date: December 11, 26 LOH.

Characters:
Mandalf Spellman, man, alchemist-2, lawful (Dave)
Rodney Helpful, man, lavel-0 (hench)
Gnorbert, gnome, thief-3, lawful (Bob)
Clever Dick, man, level-0 (hench)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-3, lawful (Craig)
Lucky Joe, man, level-0 (hench)
Gormhax, man, berserker-2, neutral (Pete)
Beefen McQuade, man, level-0 (hench)
Breeze LaFontain, elf, scout/enchanter-1, lawful (NPC)

Judge: None

LOG:
Mandalf, Gnorbert, Terrance, Gormhax and Breeze spent a week hiring 4 enterprising villagers as henchmen (after Terrance fired the newly leveled-up Myron Pimple) and buying supplies in Green Spring village. They decided to make an expedition to the ruined temple in hex 3, which some friends of Gnorbert had discovered and cleared the first and second level. The party was planning to clear the third level and then claim and repair the temple itself to use as a home base.

The five partners, their 4 new henchmen and the trusty mule arrived a the ruined temple and climbed down to the 3rd level and explored several rooms near the stairs. First, they found a treasure chest, which Gnorbert safely opened. It contained a bounty of 3 10-lb gold ingots and some holy water. Next they bumped into 2 troglodytes; Lucky Joe killed one with his bow and Gormhax killed the other with his ax. Then they found an urn containing some gems, comfrey root and silvered crossbow bolts.

The party moved out of the stair section and off to the East. This section was a single chamber behind an Evil stone door. Gnorbert unlocked the door and Breeze summoned an that safely retrieved the small sack of gold in the chamber.

The party then advanced to the North section. They encountered a room festooned with filthy garbage that infected Gormhax, Breeze and the mule. Mandalf applied golden rod to the infected and managed to cure Gormhax. Breeze, already infected, did a search of the garbage and found 50gp. Gormhax busted through the next door, but fell into a Greasy Shoot, slipping him down, away and out of sight. Breeze moved up to dispatch his Invisible Chuggins to rescue Gormhax. All the noise that Gormhax had made busting in the door and hollering in the greasy shoot attracted the attention of 9 neutral Dwarf treasure hunters. The Dwarves reacted very negatively

to the party and attacked immediately and with surprise. Beefen McQuade was stabbed and died. Breeze threw a and put 3 of the dwarves down. Lucky killed one, as did Rodney. Terrance dazzled 2 with allowing Gnorbert to back stab one of them. Mandalf used to kill 2 of them, but the last dwarf fled in terror and escaped. Eventually, Gormhax and the Invisible Chuggins returned and the party, briefly mourning Beefen, continues to explore the north section.

A pair of Wererats assaults the party from the rear. One manages to scratch Gormhax. Gnorbert splashes them with sacred oil, injuring them. Mandalf scorches them both with a Flames spell and they both die from the continuing effects of the sacred oil.

Ahead the party spots a locked evil gate. Breeze sends the Chuggins ahead to collect the gems and gold lying on the floor of the chamber, then to open the unlocked door beyond. This unleashes a horde of 32 goblins. Breeze puts 7 of them to Sleep, but they then let loose a storm of arrows which kills Clever Dick. The party kills several more with arrows and slings, and Mandalf kills 3 with a Flames spell. After more goblin arrows, Gnorbert gets the gate unlocked allowing Gormhax to charge through, rampaging through the last 6.

Having secured the North section, the team proceeded to the last section, the West. There were 7 dungeon hogs behind a locked gate, but the party ignored them. Farther West, they found a locked Evil gate. They sent the Chuggins through the gate to retrieve some treasure lying beyond, just before the summoning expired. As they entered another room, a hall portcullis fell and separated Rodney and the mule from the rest of the party. The team decided to clear out the last two rooms and deal with Rodney and mule later. They found 2 more Trodlodytes, one of which Mandalf paralyzed with magic, they other of which Gormhax hacked to death. They found the last smll room to be empty. Gormhax failed to lift the portcullis and both Mandalf and Breeze failed to burn through the bars with acid. Luckily, there was a secret door that allowed a rescue.

With all the gold being recovered, level 3 of the temple dungeon was now cleared and free of chaotic influence. They split up the treasure, with each partner taking 1412gp. The items were split as follows: silver bolts to Mandalf; holy water to Gormhax, crystal of true thought to Breeze; cure disease potion to Gnorbert; comfrey root to Terrance. Breeze had his disease cured by the village priestess, but the mule did not survive.



We really need to keep a turn tracker for dungeon expeditions