Session/Game: DJM-19; RatR-3 **Date:** September 2, 2026

Episode 19: Stop! Castle-time!
Campaign Date: January 11-13, 27 LOH.

Characters:
Mandalf Spellman, man, alchemist-3, lawful (Dave)
Rodney Helpful, man, lackey-1, lawful (hench)
Lothar, man, warrior-1, neutral (hench)
Gnorbert, gnome, thief-4, lawful (Bob)
Bushwhack Johnson, man, scout-1, neutral (hench)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-3, lawful (Craig)
Lucky Joe, man, warrior-1, lawful (hench)
Gormhax, man, berserker-2, neutral (Pete)

Judge: None

Prologue:
From December 12, year 26 to January 10, year 27, Mandalf, Gnorbert, Terrance, and Gormhax decided to claim the ruined castle in hex 1 (marked on map as D-1) for their own home base. It was a small, fortified manor house consisting of a single stone building 30'x30', two stories with a basement and a 15' circular tower mounted on the roof.

In order to repair and hold the castle, they traveled to Newport and hired a company of 100 workmen and 4 bands of mercenaries: The Garbage Kids (LFDx10), The Steel Wedge (HFCx10), The Big Time Chuckers (LFCx10), and The Sons of the Kraken (HXCx10). Additionally, Gnorbert hired a henchman named Bushwhack Johnson (man, scout) and Mandalf hired a henchman named Lothar (man, warrior). Mandalf made a scroll of Concealing Fog and Terrance made a healing potion.

The whole crew marched back to the Goblin Forest and began to get things in motion. The workers began by building a new wooden building, intended as a temporary bunkhouse but ultimately as a stable (30'x30', 2 stories with cellar). Then they began serious repair work. The wood building would be finished on January 18 and the entire repair job at the end of February. The repairs cost 3500gp, the wooden building 500gp, and they needed to pay for food for the work crew for the trips to and from Newport—560gp. Each of the 4 adventurers spent 1140gp for all of this.

Feeling that the 40 mercenaries would be adequate to guard the site and the workers, the adventurers immediately left to scour the Goblin Forest to find another dungeon and refill their purses.

LOG:
<u>January 11, 27 LOH. Goblin Forest hex 20</u>
The four adventurers, 4 henchmen and a mule began to search hex 20 for a dungeon. During the day, they found a piece of advice carved onto a tree "There are never any magic beans in the fancy bag." That night a terrible storm arose, causing some minor

injuries among the party members. The mule was completely terrified, broke its tether and fled into the night.

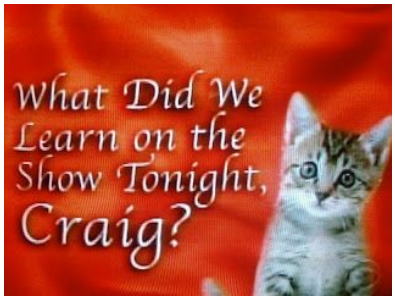
January 12
The partners sent the scout Bushwhack Johnson off to track down the mule, while they continued to search. Bushwhack tracks down the mule, but then encounters a band of 50 goblins, He manages to catch the goblins unaware and sneaks off safely. Meanwhile, the rest of the party wastes the entire day hopelessly lost until Johnson manages to find them. Their campsite is damp and uncomfortable.

January 13
They party discovers a rustic inn called "The Gassy Gnoll" which was a mixed clientele of lumbermen, mushroom gatherers, dodgy-looking ruffians and hunters. The innkeeper offers them some free drinks and lodging for the night as a welcome to new customers. They also discover a castle ruin nearby, which once belonged to a failed minor baron's campaign to annex the forest, and which turns out to have a dungeon entrance. The team immediately starts to delve, planning to spend the night at the Gassy Gnoll later.

Floor 1 (encounter level 3)
Section-Center
Despite the mule resisting the climb down the stairs for 2 turns, the party reaches the first floor. They discover a pile of sacks in a side room. Gnorbert opens the sacks, recovering 3 silver ingots (750gp), but catches an infection from some rusty nails in one sack. In another room, they encounter and quickly slay 2 lizardmen (50xp). When Gormhax yanks open a door to another chamber, it unleashed a pile of garbage, but no one was infected by the filth. The already diseased Gnorbet pawed around the trash and found a gemstone (500gp). There was an Evil archway nearby, but Gormhax just dared the curse, entered and retrieved 3 gold ingots (3000gp)! However, when he exited the room, he was blasted for some damage. As the party worked its way back toward the main corridor of the section, they stumbled upon a team of 12 dwarves and their leader. Gnorbert got the drop on them and briefly considered shooting the leader, but decided to talk instead. The dwarves decided to be peaceful, saying that they were only interested in finding the Triangle of Pantheos.

Section-Right
As the party headed toward Section-Left, the dwarves opened a door to Section-Right. This activated a sleep gas trap which knocked out all but 2 dwarves. Then a pair of robber flies buzzed in and killed and began draining the blood from 2 sleeping dwarves. The two awake dwarves fled in panic, bumping into Terrance and begging him for help. Following Terrance's lead, the party rushes to kill the robber flies (40xp), rescuing the dwarves. The dwarf leader introduces himself as Rumble Diggens and swears to do a favor for Terrance sometime in gratitude for the rescue.

Session Ends, party in place in the hex 20 ruined castle, floor 1, till next time
Total Treasure: 4250gp; Monster Xp: 90. Neither has been awarded yet.



I need to go through notes, lore reports and logs and collect all the information on what has been discovered and/or cleared out into one central document for easy reference.