Session/Game: DJM-2; RatR-3 **Date:** August 24, 2025
Episode 2: Stop Dying You Cowards
Campaign Date: September 8, 26 LOH to September 14, 26 LOH.

Characters:
Darius the Mysterious, human, Wizard-1, Neutral (Adam)
Hulk Manslam, human, level-0, Neutral, R.I,P. (henchman)
Leopold Von Lowenbrau, human, Merchant-1, Lawful R.I.P.(Dave)
Creepy Luke, apprentice necromancer, human, level-0, Chaotic (henchman)
Terrance Graybeard, dwarf, Militant-1, Lawful (Craig)
Myron Pimple, human, level-0, Neutral (henchman)
Jockley Hammerfist, human, Warrior-1, Lawful (Bob)
Gnomelash!, gnome, Delver/Enchanter-1, Lawful (Dave)
Gnomeo, gnome, Scout-1. Lawful (Craig)
Agravaine Two-Swords, human, Warrior-1, Neutral (Dave)

Judge: None

LOG:

September 8, Green Springs Village
In the time it took for Darius to recover from his wounds, the team recruited 3 henchmen: Myron Pimple, Hulk Manslam, and Creepy Luke, apprentice necromancer, to help them carry stuff. Gortimer, however was called away on some holy quest or another and couldn't be found. Therefore, Darius, Leopold and Terrance went to the mead hall in Green Springs and found a warrior named Jockley Hammerfist to join them.

September 8, Goblin Forest
Leopold, with his new horse, mule and Creepy Luke, Terrance with Myron, Darius with Hulk, and Jockley set out to explore the Goblin Forest. They met a friendly hermit, a Spiritual name Herman, who, however, gave them the brush off when they asked to camp at his hermitage, as he was headed to the village for supplies. They found an abandoned farmstead and camped there, despite the uncomfortable damp spots.

September 9. Goblin Forest
Although they found a perfectly useful hoe lying next to a tree, the big discovery for the day was a ruined castle. Leopold scouted it on horseback and reported that there was a dungeon entrance therein. They formed up inside the ruin and took the stairs down. In the first hallway, they found a portcullis had fallen across an evil archway, trapping 5 bandits in the room beyond. The bandits were enraged and blamed the party for trapping them. Two of them shot arrows at Leopold and despite the fact they were shooting through the bars of the portcullis, both hit Leopold and killed him stone dead instantly. As the party reacted, Creepy Luke dumped the 2 vials of holy

water (ick) that Leopold was making him carry and fled full speed to the surface, stole Leopold's horse, mule and the rest of his gear, and rode off to parts unknown. Darius, Jockley and Terrance manage to kill 4 of the bandits with darts, arrows and sling bullets, but the 5th manages to hide out of sight of the gate. Darius manages to get the gate open and block it from falling back and Jockley rushes in and kills the last bandit wthout activating the evil door curse. The party collects some gold from the bandits, and head back to the village with Leopold's corpse.

September 11, Green Springs Village

After a quick funeral for Leopold, they recruit Gnomelash!, a skilled door-man and enchanter for a return to the castle.

September 12, Ruined Castle Dungeon-level-1

Jockley, Gnomelash!, Terrance (and Myron), and Darius (and Hulk) return to the castle dungeon. Searching the rooms near the bandit corpses, they find 100sp lying around, and meet 2 dwarves on their way out of the place. The dwarves had been attracted by the sound of Jockley trying to bash down a door. Terrance offered them a team-up, but they refused and headed out. Soon, the party is attacked by a flock of stirges, but they manage to defeat them without serious damage. The party are next hit with a sleep gas trap while trying to enter another room. All but Terrance and Myron fall asleep for 10 minutes, but luckily no monsters wandered by during their slumber.

In a nearby room they spot an iron locked chest. Gnomelash! opens it and kills a poisonous spider inside. They find a 12.5 pound silver ingot within. They pass out of the first section of rooms into one very large room. It is empty except for a stone trunk, which Gnomelash! opens and avoids the contact poison trap. Inside were 100gp, a vial of sacred oil, and 6 +1 arrows.

The party advances to a new section, where Terrance and Jockley's incessant failures at door-pounding attracts 3 Fire Beetles, which Gnomelash puts to sleep by magic. Hulk harvests one of their fire glands and places it on his helmet so he can put away his lantern and have both hands free. Myron is then injured slightly by falling into a pit-trap. They discover another treasure chest. Gnomelash opens it but fails to see the blade-trap inside and is critically injured. They recover 100gp, a 400gp gem, 6 magic crossbow bolts and a vial of caustic blade venom. They decide to take Gnomelash back to Green Springs to recover (4 weeks).

September 13, Green Springs Village

Gnomelash is established at Slobbo Brothers' Boarding house to recover (recovery October 11). Terrance and Myron set off toward Newport to get Myron some armor (return October 5). Darius and Jockley recruit Agravaine and Gnomeo for a new raid on the castle dungeon.

September 14, Ruined Castle Dungeon-level-1

Jockley, Gnomeo, Agravaine and Darius (with Hulk) again return to level 1. Following their former path they pressed more deeply into level 1. They stumbled into are large band of 14 goblins. They are pressed hard, with both Jockley and Agravaine damaging their swords and both taking a series of wounds. Agravaine slays the goblin

leader early in the battle, but the goblins keep fighting. Darius puts several to sleep by spell and Gnomeo does a lot of pelt and run with his sling. Clean living prevails and the goblins are wiped out and their treasure taken. Moving farther along, they rouse 5 Minor Spirits of Chaos who materialize and nearly kill both Agravaine and Jockley, Agravaine remains on his feet, but Jockley collapses with a disfiguring permanent wound to his face. After the warriors are patched up, the party presses on, but are ambushed from the rear by a group of 7 more goblins, who manage to cut Hulk Manslam to pieces, killing him. The party wipe out the goblins in short order.

They collect the goblins' pocket chain and decide to return to the village in order to bury Hulk and make some further plans. They have nearly cleared the first level of the dungeon, with only a few areas left to check. They have, however, found 2 stairways down to a second, more dangerous and lucrative level below.



Remember, Dingus, Delvers get 2 rolls vs doors.
Sometimes, there's just nothing you could have done and you get shot to death in the face.