Session/Game: DJM-3; RatR-3 **Date:** September 21, 2025
Episode 3: Sometimes 3 Jacks is not a Winning Hand
Campaign Date: September 16, 26 LOH to September 27, 26 LOH.

Characters:
Phase 1:
Jockley Hammerfist, human, Warrior-1, Lawful (Bob)
Ralph the Moper, human, level-0, Neutral (hench)
Gnomeo, gnome, Scout-1. Neutral (Craig)
Agravaine Two-Swords, human, Warrior-1, Neutral (Dave)
Phase 2:
Gnixie, gnome, scout-1, Lawful (Craig)
Gnorbert, gnome, thief-1. Neutral (Bob)
Morcar, dwarf, delver-1, Lawful (Dave)

Judge: None

LOG:
Phase 1:
September 16-23, Green Springs Village
Jockley, Gnomeo and Agravaine spent a week searching for henchmen in Green Springs Village and wasted most of their accumulated cash only to find 1 candidate, Ralph the Moper, whom Jockley hired on most as a torch-bearer and porter.

September 24-25, Goblin Forest
Gnomeo, Agravaine and Jockley with Ralph, spent two days searching Hex 1 of the Goblin Forest. They found a pouch with 100cp but nothing else of note. The second day they encountered and killed 1 feeble goblin and took 100sp from him. Later, they discovered a fortified goblin lair, one of the 4 lairs rumored to be in the forest. They discovered there were somewhere around 30 goblins inside and that it was a stone blockhouse of some sort. The team decided to return to the village and fill in their fellow adventurers about the lair.

September 26. Castle Green Springs Dungeon, level 1
Agravaine pushed the idea that they return to the ruined castle dungeon which they had partially cleared earlier in the month, and which they discovered was named Green Spring Castle, and attempt to seize some treasure to finance a raid on the goblin lair. Jockley and Gnomeo agreed. They climbed back down to the first dungeon level and stumbled onto 2 wandering ghouls. The ghouls rushed the party and paralyzed Agravaine and Gnomeo immediately. Ralph immediately began to flee but Jockley, fearing he would be helpless if Ralph fled with the torch, tripped his henchman. The ghouls then paralyzed Jockley and Ralph and feasted on the whole helpless party.

Phase 2:

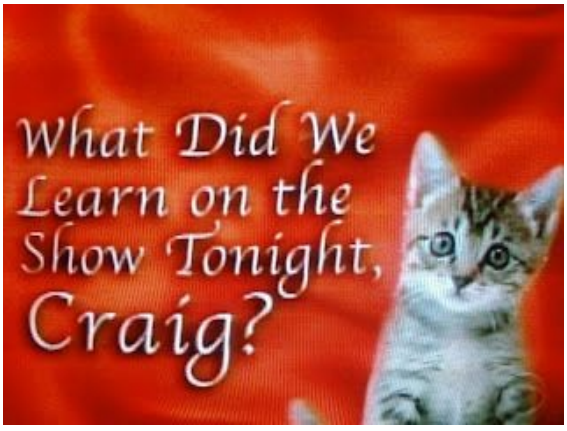
September 27. Castle Green Springs Dungeon, level 1

Gnomeo's cousin Gnixie had gathered 2 pals, the gnome thief Gnorbert and the dwarf delver Morcar, and had intended to link up with Gnomeo and the rest, but got the date wrong and showed up a day late. The three sneaked into the dungeon and stumbled on some blood stains that marked where the first party had been massacred and found a few of their weapons.

They advanced to one of the unexplored sections and began opening doors and investigating. After forcing open a door, the 3 jacks were surprised by 4 brigands (1 crossbowman, 2 billmen, 1 torchbearer with mace). Gnorbert slipped away and Gnixie managed to kill one billman and wound another. A brigand then hacked down Gnixie, mortally wounding him. Gnorbert, peaked out from the doorway where he was hiding and shot the brigand crossbowman dead with an arrow. Morcar killed the wounded billman. The torchbear began to withdraw but Morcar killed him too. Since they had no magic healing, Morcar and Gnorbert were unable to save Gnixie and he died.

Morcar and Gnorbert, trusting to their awesome surprise powers, decided to keep going to the final unexplored area of level 1. They discovered 50gp behind an Evil Door. Then they found a chest with dart trap that Gnorbert disarmed and collected 50cp and 6 +1 arrows. They opened a cell-corridor door and were met by a horde of 16 fire beetles. They held the doorway against the beetles, with Gnorbert taking a minor bite. Gnorbert then closed the door and then, as Morcar held the door closed, Gnorbert re-locked it.

In the final corridor, they discovered an urn. Gnorbert opened the lid with a knife and the retrieved 200sp, 1 silver ingot (250gp), a vial of caustic blade venom and a healing potion. However, they hadn't checked for traps and the urn was covered with contact poison. Morcar touched some of it and died. Gorbert gathered all the treasure and returned to the village.



The monster difficulties, taken from the old *D&D Monster and Treasure Assortment*, are geared for a full party of 6-10 guys (including henchmen) with a variety of classes. A smaller than that party with no magic is cripplingly dangerous. I need to make up some NPC's that can be brought on as temporary full partners, especially at first level, to fill in gaps. And no, we aren't going to run 2 PCs or more each at the same time, that's a lesson I've learned and don't want to repeat.