Session/Game: DJM-5; RatR-3 **Date:** November 2, 2025
Episode 5: Bad Day for Meat-shields
Campaign Date: October 3-12, 26 LOH.

Characters:
Darius the Mysterious, man, wizard-1, neutral (Adam)
Boone, man, paladin-1, lawful (Craig)
Frank Harlock, man, merchant-1, lawful (Dave)
Frisky Steve, mule
Father Godwin, man, spiritual-1, lawful (Bob)

Knobulous Rex, gnome, enchanter/delver-1, neutral (NPC)—out till October 19
Freddy Meatface, dwarf, warrior-1, lawful (NPC) R.I.P.
Ludwig Steiner, man, warrior-1, lawful (NPC) R.I.P.
Judge: None

LOG:
October 3, Goblin Forest, Hex 2
Gnorbert was recovering from his injuries, so the team found that Darius had returned from his mysterious business and was willing to join up with them to explore hex 2 of the Goblin forest. The first day they found a bag with a healing salve and some felwort in the woods, and discovered a cave where 2 wolves were sleeping. Boone killed one wolf easily and after some comic bungling, the second wolf was killed by the party. That night their sleep was discomforted by damp spots.

October 4, Goblin Forest, Hex 2
On the trail they found a map scratched onto a stone which gave instructions for avoiding a dangerous stream crossing. That night a lost sheepdog approached their camp but Frank threw stones at it until it went away.

October 5, Goblin Forest, Hex 2
A badger badgered at them, but they ignored it. They found a stone watch tower nearby. Frank climbed up to the entrance and lowered a rope for Knobulous to climb up. The gnome managed to open the tower door, which alerted a flock of 4 stirges who were in the top floor. The stirges flew out but were destroyed before they could do any harm. The team spent the night in the tower.

October 6, Goblin Forest, Hex 2
The search was uneventful, encountering only a local hunter. They spent another night in the tower.

October 7, Goblin Forest, Hex 2
They had another uneventful search day, finding 2 copper pieces on the ground. Having eaten all their food, and having completed their search of hex 2, they returned to Green Spring Village for the evening.

October 8, Goblin Forest, Hex 3

After they bought more food, the team reentered the forest and began to search hex 3. They ran into a woodsman and spent the evening with him and his neighbors at a small cluster of 3 houses.

October 9, Goblin Forest, Hex 3

On the trail they were confronted by a treacherous, raging stream. They, however, used the knowledge from the rock-map they had seen on the 4th to safely cross without losing time.

October 10, Goblin Forest, Hex 3

A bad of 9 bandits attempted to way-lay the party. While most of these ruffians fell quickly to the magic of Darius and Knobulous, their leader put up a hard fight, killing Freddy Meatface in the process. After the team finished off the bandit captain, they discovered a ruined temple with a dungeon entrance. They decided to return to the village to prepare to explore it.

October 11, Green Spring Village

After Freddy Meatface's funeral, the party arranged their gear on themselves and Frank's mule for maximum efficiency. They then recruited Ludwig Steiner to replace Freddy.

October 12, Ruined Temple Dungeon Level-1, Hex 3

While Frank wasted 20 minutes trying to coax the mule down the stairs, the party scouted some nearby doorways. Knobulous and Darius overcame a horde of 12 giant crab spiders by magic. They then had Frank and Knobulous search through 2 treasure piles, collecting some good loot.

Frank returned to the stairs and finally led the mule down them. The party then cleared out several more or less empty rooms until spotting an evil, locked door. Knobulous got the door open and spotted a band of 14 nomads (damned foreigners) searching the room beyond. Once again, Darius and Knobulous used sleep spells to defeat them. Frank was injured when he crossed the evil doorway, but was patched up by bandages and comfrey. Frank and Knobulous went to work on the treasure. Knobulous was seriously wounded by a blade trap and after bandaging was stuffed in a sack and placed on the mule (will recover in a week).

Godwin decided not to follow the rest of the party through the evil door, fearing to risk death, and stayed in the hall with the mule. The rest of the party cleared out a few rooms beyond, finding no enemies, but several treasures in this section. In one chest, they found a few useful items, but Ludwig Steiner was killed by contact poison on one of them. They tried to revive him with a dose of white lotus from Knobulous' kit, but it failed. Frank managed to dodge a blade trap on another chest.

The party back-tracked and rejoined Godwin, not losing anyone to the evil door. They proceeded to the last section of the first level and defeated a giant lizard (Boone did a massive hit on it and Darius finished it with a dart). They then killed a pair of stirges and recovered some more treaure.

` Having completely cleared the first level and having discovered 2 stairs to the second level, they decided to leave the dungeon. They buried Ludwig and settled Knobulous in to recover, splitting the treasure. (903 total XP, including 566gp, each). Godwin and Frank advanced to level 2,



It seemed less grievous since only NPC's were killed or nearly killed. Need to have a more efficient way of handling the dungeon process. Maybe hand one person the Door charts, one the room traps, one the treasure charts or something. I need to clarify some of the treasure/traps verbiage.