

Two rescues, sixteen recorded events, and a story still unfolding.

The Phandalin campaign journal

From the Cavern to the Crypt

A lion-marked chest in a goblin cavern. A hostage cast from a ledge. Red cloaks on a tavern porch, bones stirring beneath a ruined manor, and a family waiting behind iron bars.

Follow all five events from the earlier recordings and all eleven extracted events from Session 3. Your six adventurers keep their selected miniature designs throughout.

The recordings leave a gap between Sildar's rescue and the opening Redbrand fight. This journal preserves that gap and ends where the latest transcript stops: inside the manor after the Dendrar family's escape.

From the recordings

Earlier source: Transcripts - both recordings.md (two timestamped recordings). Session 3: DndSession3Transcribed1.txt (F1) and DndSession3Transcribed2.txt (F2), using original-file line numbers. Calendar dates are unconfirmed.

What remains uncertain

Automated transcripts have not been checked against the audio. Exact staging and NPC appearances are artistic interpretations. Fistopher's model link is explicit; four other matches are probable and Alabaster's is tentative. No events are invented to connect the two source sets.



Six adventurers, one unfinished story.

Character reference

Meet the party

Fistopher wears forest green, Forbjorn carries the anvil on a blue tabard, and Korliath stands in his red coat. Alabaster wears green leather and a navy cloak; Stone-Fist carries his axe beneath a fur mantle, while Vashra wears the leaves of the woodland.

Their names and classes follow your campaign roster. Select “View the miniatures” to explore the actual reference images and their file-match notes.

Your adventurers

- Alabaster Cunth — Elf Rogue
- Fistopher Tugglass — Elf Monk
- Forbjorn Tormalin — Dwarf Cleric
- Korliath Breaker of Worlds — Goliath Paladin
- Stone-Fist — Orc Barbarian
- Vashra Bloodfang — Orc Druid

From the recordings

Names, ancestries, classes, and the displayed level come from CharactersDnD.png. Appearance references come from the matched assets in the DnD Characters folder: Charles elf concept; Drew-Fistopher Tugglass v02; blue-tabard dwarf; equipped red-coated paladin; orc barbarian; and textured orc druid. The miniature gallery includes the actual reference previews and file-match notes.

What remains uncertain

The Fistopher folder link is explicit; Forbjorn, Korliath, Stone-Fist, and Vashra are probable class/concept matches. The Charles elf used for Alabaster remains tentative and is used here at the user’s request to redo the book with the matched characters. This direction authorizes the artwork choice without confirming that file identity. Stone-Fist’s longer title remains truncated. The roster displays level 2, but session-time level and a level-up are unconfirmed.



The lion crest identifies the merchant; the lock keeps its secrets.

A merchant's stolen goods

The party found a heavy, iron-bound chest. History checks connected its crest to Lionshield Coster, a merchant company described at the table as based in Yartar. The goods were thought to have been stolen by the goblins.

The chest was strongly locked and apparently unopened. A lockpicking attempt failed. Rather than let the weight delay the hostage rescue, the group discussed returning for it afterward; the DM allowed retrieval without tracking repeated trips.

Nothing in the recording reveals what was inside, how much it was worth, or whether the merchant would offer a reward.

Keep in the journal

Keep track of the chest. It is reclaimed at the end of the session and last confirmed locked.

From the recordings

Recording.m4a, 00:00–04:48. Merchant identification at 01:06–01:43; failed lockpicking around 03:25–03:50; simplified retrieval at 04:30–04:48.

What remains uncertain

The company name has several transcribed forms; Lionshield Coster is the editorial spelling. No precise lock difficulty, contents, value, or reward is established. The artwork places Alabaster at the lock and the full party nearby as an interpretation; the transcript does not reliably identify the lockpicker.



Useful equipment, recovered from a defeated foe.

An ordinary morningstar

Before moving on, the adventurers discussed taking the defeated enemy's morningstar. The cleric was suggested as a suitable recipient, and the group worked through adding it to an inventory.

The DM clarified that it was a standard morningstar, without a unique name or special properties established in the recording. Klarg's name describes its previous owner, rather than a special item.

Later in the fight, the recovered weapon was put to use against a goblin boss. Its final carrier should still be confirmed on the character sheets.

Keep in the journal

Recovered: one ordinary morningstar. Final owner unconfirmed.

From the recordings

Recording.m4a, 05:24–07:07. The weapon is called standard at 06:24–07:07. Recording (2).m4a, 00:19–00:52, records its later use.

What remains uncertain

The transcript varies between Clark, Clog, and Klarg. Klarg is a provisional editorial spelling. The earlier defeat is discussed but not shown in these excerpts. Forbjorn is the dwarf cleric identified in the supplied roster. Showing him lifting the weapon is an artistic interpretation; its final owner remains unconfirmed.



Proof is offered. The goblin claims power and casts the hostage aside.

A bargain betrayed

The party arranged its positions, crossed the bridge, and rounded the corner. The goblin boss still held the human captive and demanded proof that the adventurers had fulfilled their bargain involving Klarg.

The group wanted to check on or heal the hostage before handing over proof. The goblin refused. When the party showed Klarg's head, the boss declared himself the new leader and threw the captive off the ledge.

The adventurers feared the fall had killed him. Initiative followed—but the later recording would confirm that the captive was still alive.

Keep in the journal

The exchange turns into combat. The captive lies below the ledge and needs help.

From the recordings

Recording.m4a, 07:07–09:32. The demand and attempted negotiation begin around 07:38; the betrayal occurs at 08:50–09:02. Initiative discussion continues to 14:17.

What remains uncertain

The goblin boss's personal name, exact ledge height, and complete initiative order are not reliable in the transcript. The illustration depicts non-graphic peril, not an exact tactical layout. Korliath is depicted reaching toward the captive as an artistic choice, without attributing an additional recorded action to him.



Steel, positioning, and magic bring the rescue within reach.

The remaining goblins

The second recording opens mid-fight. A blow with the recovered morningstar appears to finish Goblin Boss 1. The table then identifies two enemies left: Goblin Boss 2 and Goblin C.

The party focuses attacks on the second boss. Poison Spray, a longsword attack, and a further Divine Smite all feature in the recorded turns. The adventurers also discuss moving so allies can reach their targets.

A scimitar attack rolls 16 against an adventurer's stated AC of 18 and misses. Later, a critical hit and a strike between allies appear to finish a goblin. The recording then turns to helping the fallen human.

Keep in the journal

The encounter gives way to rescue. Exact damage totals and every enemy's final blow remain unclear.

From the recordings

Recording (2).m4a, 00:00–06:41. Morningstar attack: 00:19–00:52. Poison Spray: 00:55–01:34. Longsword and smite discussion: 01:51–04:30. Miss against AC 18: 05:29–05:49. Critical hit: 06:05–06:41.

What remains uncertain

The encounter's opening rounds are not preserved in the second excerpt. Damage totals, character identities, spell expenditure, and the complete enemy count cannot be reconstructed reliably. The rules discussion is not verified rules guidance. The scene now uses the selected miniature designs; depicted action assignments are interpretations rather than a reconstruction of the complete turn order.



One missing companion found. Another still beyond reach.

Earlier recordings / Event 5 / Rescue

Sildar, alive

The human lay at the foot of the ledge. A player proposed Spare the Dying; a Medicine check and other aid were also discussed. The exact method is unclear, but the DM explicitly confirmed that the captive was rescued.

He introduced himself as Sildar Hallwinter. The DM connected him to Gundren Rockseeker, one of the people the party was seeking. Sildar was alive—but Gundren's location remained unknown.

Before the session ended, the group confirmed that the chest had been reclaimed. With a rescued companion and unanswered questions, the party was ready for the next part of the adventure.

Keep in the journal

Sildar rescued. Chest reclaimed. Gundren still missing.

From the recordings

Recording (2).m4a, 06:31–08:07. Aid is discussed at 06:43–07:03; Sildar's name is heard at 07:15–07:27; rescue and Gundren's unknown location are confirmed at 07:27–08:03; chest retrieval at 08:03–08:07.

What remains uncertain

Sildar's exact remaining health, the precise aid used, and his full account are not captured. Artwork combines the rescue and reclaimed chest into one symbolic scene. Forbjorn is shown giving aid and Korliath standing nearby as artistic staging; the exact rescuer is not reliably identified.



Three ruffians fall. One escapes toward the manor.

Session 3 / Event 6 / S3-01

The fight on the porch

Session 3 begins in the middle of a fight outside the Sleeping Giant. Thunderwave hits three grouped Redbrands. Alabaster's paired blades wound the fourth ruffian before he disengages.

Forbjorn kills the first enemy with a critical morningstar hit. Stone-Fist spends a Luck point and brings down the second with his greataxe. Fistopher's unarmed attacks finish the third.

The wounded survivor runs east toward Tresendar Manor. The party tries to catch him, but the chase fails. Whether he reaches the hideout or raises an alarm is not shown.

Keep in the journal

Three Redbrands killed; one wounded Redbrand escapes.

From the recordings

Session 3 transcripts: F1:47–331; F1:435–669. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

Forbjorn's critical damage arithmetic is inconsistent; the kill is clear. The opening spell caster is not explicitly named in that subsection; Wild Shape and turn context suggest Vashra. The survivor's arrival or warning at the manor is not shown. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



A possible disguise, with its success still untested.

Session 3 / Event 7 / S3-02

Three red cloaks

The fallen Redbrands carry shortswords and red cloaks. The party takes the three cloaks and discusses using them to pass as members of the gang.

A character also requests one shortsword. Its final carrier and character-sheet entry remain unconfirmed; the recording does not establish that all three available swords were taken.

No coins or healing potions are recovered from these bodies. The cloaks remain a possible tactic: no successful disguise is recorded.

Keep in the journal

Three disguise cloaks acquired; no successful disguise use is recorded.

From the recordings

Session 3 transcripts: F1:679–813. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

Only one sword is claimed in dialogue; do not assume all three available swords were taken. The table jokes that only one cloak is clean; no mechanical effect is defined. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations. Showing Alabaster and Fistopher collecting the items does not establish inventory ownership.



One gold piece buys a lead to Tresendar Manor.

Session 3 / Event 8 / S3-03

A name behind the gang

Inside the dim Sleeping Giant, an orc bartender first describes the Redbrands as paying customers. A one-gold-piece payment and a successful Intimidation check persuade him to say more.

The gang uses Tresendar Manor as its hideout and serves a wizard called Glassstaff. The bartender estimates roughly ten or eleven Redbrands remain. This is an informant's estimate, not a counted garrison.

Two miner patrons are invited for ales but offer no further reliable lead. Glassstaff is now a name to pursue; he has not appeared in these recordings.

Keep in the journal

Glassstaff and the manor hideout become actionable leads.

From the recordings

Session 3 transcripts: F1:1073–1245; F1:1517–1523. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

The enemy count is an informant estimate, not a confirmed remaining garrison. Both patrons are called Claude during banter; treat this as a provisional table alias. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations. Korliath's visible coin payment is staging; the payer's identity is not securely established.



The party rests before entering the hideout.

Session 3 / Event 9 / S3-04

A night at Stonehill

The adventurers debate chasing the escaped ruffian immediately. Instead, they return to the Stonehill Inn and accept Toblin Stonehill's hospitality.

The DM declares a long rest and resets the party's resources. Prepared options and Thaumaturgy are discussed, although no complete final spell list is recorded.

The group leaves rested for the ruined manor, about a ten-to-fifteen-minute uphill walk east of town. No retaliation is observed in the streets.

Keep in the journal

Party leaves rested; no Redbrand retaliation is observed in town.

From the recordings

Session 3 transcripts: F1:1539–1647; F1:1743–1873; F1:1933–1975. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

A complete final prepared-spell list is not recorded. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



Ruins above; a working cellar below.

Session 3 / Event 10 / S3-05

Beneath the ruined manor

The party passes the Sleeping Giant again and finds the porch bodies untouched. Tresendar Manor is badly ruined and apparently uninhabitable above ground.

A perimeter search reveals an entrance descending into a cellar. A western stone cistern holds fresh water supplied by ceiling drainpipes. Kegs and barrels stand near doors on the north and west sides.

Nothing unusual is seen on the water's surface. No hidden object is recovered from the cistern in the supplied excerpts.

Keep in the journal

The underground hideout is entered.

From the recordings

Session 3 transcripts: F1:1995–2015; F2:1–143. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

The exact doorway used for the first guard-room entry is muddled in the dialogue. No object is recovered from the cistern. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



Three guards stand between the party and the deeper passages.

Session 3 / Event 11 / S3-06

The first room of Redbrands

An opened door reveals three Redbrands in a barracks-like room. Stealth gives way to combat. Stone-Fist spends a Luck point and kills the first ruffian.

Alabaster kills the second with his blades, disengages, and later finishes the third. Korliath considers Cloud's Jaunt but explicitly conserves it.

The barrels contain usable provisions rather than valuables. Some food is taken, including provisions described as salted meat; the amount and carrier are not established.

Keep in the journal

Three Redbrands killed; some food taken.

From the recordings

Session 3 transcripts: F2:145–221; F2:455–875. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

Food quantity and carrier are unspecified. An initiative natural 20 earns Heroic Inspiration, but the recipient is unclear. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



Vashra survives the fall and can climb back out.

Session 3 / Event 12 / S3-07

The floor gives way

Near a broad set of crypt doors, a concealed floor section collapses. The others reach safety, but Vashra falls about twenty feet and lands prone.

A last-second attempt to become an eagle is not allowed after the failed check. Vashra survives in orc form and is permitted to climb out.

The immediate damage discussion contradicts itself. The later DM recap records seven trap damage, the preferred ledger figure pending a check of the character sheet. No healing is clearly completed at the pit.

Keep in the journal

Vashra survives the trap; later DM recap assigns 7 damage.

From the recordings

Session 3 transcripts: F2:903–1019; F2:1097–1163; F2:2165–2165. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

The immediate roll arithmetic and sheet-entry discussion contradict one another. Prefer the later 7-damage recap and confirm HP. No healing is clearly completed at the pit itself. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



The dead rise. The party clears the crypt.

Session 3 / Event 13 / S3-08

Six skeletons in the crypt

Six hostile skeletons confront the party among three stone sarcophagi. Fistopher destroys the first. Alabaster trades initiative with Stone-Fist, allowing the barbarian to act earlier and land a Cleave.

Vashra abandons a proposed Thunderwave to avoid hitting allies and uses Poison Spray instead. Korliath fights with his longsword and Sap. Alabaster, Fistopher, Korliath, Vashra, and Forbjorn all finish skeletons across the recorded turns.

All six are destroyed. The later recap confirms eight damage to Fistopher and four to Stone-Fist, who says he did not use Rage in this fight.

Keep in the journal

All six skeletons destroyed; crypt combat cleared.

From the recordings

Session 3 transcripts: F2:1163–1459; F2:1471–1743; F2:1751–2165. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

Several intermediate damage totals and rules explanations are corrected during play. Do not count the proposed Thunderwave as a cast. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



Healing, an unappraised bracelet, and a peculiar souvenir.

Session 3 / Event 14 / S3-09

A bracelet among the bones

A short rest is denied, but the party may give aid. Vashra heals Fistopher to full health. The table describes a healer's kit and a recipient's hit-die roll, without establishing a named healing spell.

The three sarcophagi are opened. One jeweled gold bracelet is recovered among the decayed remains. Its value, magical properties, and final owner are not established.

A character takes a skeleton rib bone as a souvenir. The bracelet and bone are recorded finds; the healing-kit and hit-die entries still need checking.

Keep in the journal

Fistopher fully healed; bracelet and souvenir recovered.

From the recordings

Session 3 transcripts: F2:2165–2261. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

No named healing spell is established; confirm the kit/hit-die bookkeeping. Bracelet value, magical properties, and ownership are not established. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations. The bandage is a visual shorthand for recovery; Alabaster examining the bracelet does not assign it to him.



Three more guards fall before the captives can be freed.

Session 3 / Event 15 / S3-10

Beyond the iron bars

Three Redbrands guard two locked cells: a mother and daughter in one, a boy in the other. Alabaster swaps initiative with Korliath, and Stone-Fist's Cleave wounds two guards.

Alabaster kills two guards across the encounter; Fistopher's unarmed attacks finish the third. Vashra's Ice Knife misses. A smite proposed after Korliath's missed attack is not cast.

Fistopher takes four damage. Korliath takes eight, with fifteen HP explicitly recorded afterward. One Focus point is declared for Flurry of Blows; the extra-roll sequence is unclear. Forbjorn has no healing spells prepared on the sheet being used.

Keep in the journal

Three guards killed; the prisoners can be approached.

From the recordings

Session 3 transcripts: F2:2275–2685; F2:2691–2959. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

One Focus point is declared for Flurry of Blows; the extra-roll sequence is unclear. No smite is cast after Korliath's missed attack. Ice Knife's slot entry and any secondary effect are not clearly resolved. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations.



Three prisoners freed; a necklace's hiding place revealed.

Session 3 / Event 16 / S3-11

The Dendrar family, free

The mother names herself Mirna Dendrar. The corrected introduction identifies Nars as her thirteen-year-old son and Nilsa as her daughter, described as eighteen. Mirna says the Redbrands killed her woodcarver husband for opposing them and held the family for ransom.

Both locks are picked and the family reunites. Mirna, Nars, and Nilsa leave through the cleared route, intending to return home to Phandalin. Their escape is confirmed; arrival home is not shown.

As thanks, Mirna reveals an emerald necklace in a case, hidden beneath a section of storage shelves in Thundertree's herb-and-alchemy shop. The necklace is a lead, not acquired treasure. The session stops inside the manor after the family's release.

Keep in the journal

Three prisoners freed; new treasure lead; session ends in the holding-cell area.

From the recordings

Session 3 transcripts: F2:2959–3087; F2:3093–3207; F2:3213–3273. F1 = DndSession3Transcribed1.txt; F2 = DndSession3Transcribed2.txt. Original-file line numbers, including blank lines; no timestamps.

What remains uncertain

The husband's name is transcribed Fell/Fel; exact spelling is uncertain. The children are initially mixed up; the corrected introduction makes Nars the 13-year-old son and Nilsa the daughter, described as 18. Escape is confirmed, but arrival home is not shown. Exact poses, room geometry, NPC appearances, and which characters are visible are artistic interpretations. Showing Alabaster at the lock does not confirm which character picked it. No necklace has been recovered.



Keep the discoveries. Carry the questions into the next session.

Campaign record

The story stays open

The latest session ends in the holding-cell area. Nine Redbrands and six skeletons were defeated during Session 3; one porch ruffian escaped and three prisoners were freed. These totals do not establish that the entire hideout is clear.

Sildar's earlier rescue remains part of the record. Gundren's whereabouts and the merchant chest's later disposition are not resolved in these supplied sources.

Where things stand

- Glassstaff: named by the bartender; not encountered.
- Thundertree necklace: hiding place learned; not acquired.
- Acquired: three red cloaks, some provisions, a jeweled gold bracelet, and a rib bone.
- Spent: 1 gp for information. A shortsword claim and final owners need confirmation.

Questions for next time

Suggested follow-ups

- Continue the hideout investigation and locate Glassstaff.
- Check current HP, healing-kit/hit-die use, Focus, Luck, Inspiration, and prepared spells.
- Assign and appraise the bracelet; confirm the inventory entries and family's arrival home.
- Decide whether to pursue the necklace, Gundren, and the earlier merchant-chest lead.

From the recordings

Campaign record combines the earlier timestamped recordings with Session 3 F1/F2. Full resource notes, NPCs, loot, open threads, and line references are preserved in session-3-notes.md in the editable package.

What remains uncertain

Suggested follow-ups are prompts for the next session, not decisions recorded at the table. No later rest, healing, Glassstaff encounter, necklace recovery, full hideout clearance, or confirmed session-time level-up is established. Mirna's husband's name remains Fell/Fel as transcribed.