Session/Game: DJM-11; RatR-3 **Date:** February 22, 2026

Episode 11: It's the Pits
Campaign Date: December 3, 26 LOH.

Characters:
Mandalf Spellman, man, alchemist-1, lawful (Dave)
Gnorbert, gnome, thief-3, lawful (Bob)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-2, lawful (Craig)
Myron, man, level-0 (hench)
Gormhax, man, berserker-1, neutral (Pete)
Sargon the Red, man, warrior-1, neutral (NPC)
Breeze LaFontain, elf, scout/enchanter-1, lawful (NPC)

Judge: None

LOG:
December 3, Barrow Dungeon Level 3, Goblin Forest hex 4.

Mandalf, Gnorbert, Terrance (and Myron), Sargon, Breeze and the mule were joined by Gormhax the Berserker for an expedition to the third level of the Barrow Dungeon.

They climbed down the stairs from level 2 and found themselves facing a perpendicular 5' corridor with a door ahead and turns at either end. Gormhax tried to bash open the door, but succeeded in only raising a loud noise which attracted a pack of 10 ghouls up from their right. Mandalf placed a *Circle of Protection* which held them off for a short time. However Gnorbert was caught on the wrong side and was wounded and paralyzed by the first ghoul. Sargon grabbed him and threw him toward the back of the party. Sargon in the hall and Gormhax on the stair unsuccessfully fought against the front ghoul until Terrance unleashed *Holy Righteous Light* which caused all but 2 of the ghouls to flee in terror, while two more were trapped facing the party. Holy water from Mandalf, who also finishes on with a dagger, and various attacks from others defeated the last of the ghouls. Because Gormhax had not killed any enemies, Breeze used a paralysis scroll to immobilize the berserker so he wouldn't turn on the party. They withdrew to the empty 2nd level until the paralysis wore off, bandaging their wounds as well.

When the party returns to level 3 they head to the East section of the level. After finding gold and blinding powder in a treasure room, they come across a section with 4 Evil doors exiting a central room. Sargon braves the door and attracts a single wererat, which the party kills with sacred oil. Terrance then casts a Bless spell on Gnorbert and Gormhax who then collect much gold from behind the Evil doors. Gnorbert detects a pit that they avoid but Gormhax is infected by a disease.

The party regroups and heads to the southern section. On the way thither, a door that Gnorbert opens activates a series of pits. Sargon falls into a pit and is injured by a spike, but Myron immediately falls on top of him, driving the spike clear through Sargon's torso and popping his heart out from his back, killing him instantly, of course.

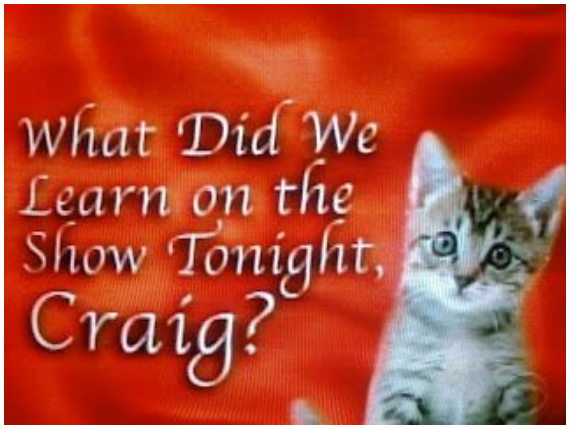
The spike protruding from Sargon's back catches Myron straight in the left eye, poking it out. They next find a set of 3 gold bars behind an Evil gate. Breeze uses an *Invisible Chuggins* spell and sends the spirit to fetch the gold.

The party decides to hurry to the western section, hoping to get more use out of the Chuggins. They stumble into a room with 8 giant toads. Breeze immediately puts 3 of the toads down by Sleep spell. Mandalf tries to blind some with blinding powder, but misses and blinds Breeze instead. Gnorbert does hit with the other bottle of blinding powder and blinds 3 of the toads. Gormhax, Gnorbert and Terrance rush forward and finish the toads off. The Chuggins retrieves some gold before vanishing. The party waits until Breeze regains his sight and moves on.

Moving to the North-west, the open a door into a room with 2 Troglodytes and 12 small animated skeletons. Gormhax goes completely sickhouse and destroys 6 of the skeletons in a mere moment. The troglodytes sicken him by their stench, but do no serious damage, while the other 6 skeletons attack the rest of the party, doing very little injury. Gormhax finishes the trogs as the rest of the party finishes the skeletons.

Opening another door, the party is caught in an avalanche of garbage which infects Mandalf, Myron and Terrance.

Although they had failed to clear level 3, they returned to Green Spring village and split their treasure. Mandalf, Terrance, Gormhax and Myron paid the priestess to cure his disease infestation. Gormhax, Myron, and Mandalf (maybe Terrance) advance in level.



Invisible Chuggins spell can be very valuable in exploration, especially for fetching things behind an Evil door.