Session/Game: DJM-13; RatR-3 **Date:** March 29, 2026

Episode 13: It Worked Great Until It Didn't, or This Place is the Pits
Campaign Date: December 12, 26 LOH.

Characters:
Boone, man, paladin-3, lawful (Craig)
Gnim Beam, gnome, delver-2, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-2 (hench)
Frank Harlock, man, merchant-4, lawful (Dave)
Adhemar, man, militant-2, lawful (hench, stayed home)
Frisky Steve the Mule
Sir Holger, man, paladin-1, lawful (NPC, then Pete)
Knobulous Rex, gnome, enchanter/delver-1 (Pete)
Larry and Herbert, men, soldier LF-C, lawful (mercenaries)

Judge: None

Log:

December 12, Ruined Castle Dungeon, Level 3, Goblin Forest

Boone (with Wee Gloria and Gnim), Frank, Holger and Knobulous, took Frank's mule and 2 soldiers (Larry and Herbert) from the True Zealots of the Choir of Saints on an expedition to the ruined castle, to clear it once and for all.

Frank, Knobulous and Gnim scouted ahead in the center section of the three sections of the level to locate the doors and other features. The party gathered back up and systematically explored the rooms. Gnim and Knobulous would stand at the door front and check for pits and traps when the door was opened, while Frank would stand behind them with a loaded heavy crossbow with Boone at the ready. Wee would stand at the middle with the torch while Larry and Herbert stayed at the rear with Sir Holger at the rearmost guarding against ambush.

In the center section, Gnim defeated a pit trap in one room, then they stumbled into a garbage pile where Frank, Herbert and Larry were all infected with dungeon disease. Frank did find a gem stone in the trash. At another door Knobulous disabled a caustic spray trap.

The party then opened up onto a pack of 9 ghouls, accompanied by 5 robber flies. Frank got off a surprise crossbow shot, killing 1 ghoul. As combat commenced, Frank pulled Knobulous, who had been checking for traps, out of the danger zone, as Larry did for Gnim, who was searching for pits. Wee Gloria summoned the power of Righteous Light which caused 7 of the remaining 8 ghouls to flee to the back of the room in terror. Boone speared the one non terrified ghoul to death. Wee threw some holy water which killed 4 of the ghouls. The robber flies then broke into the corridor and began to bite the adventurers. They first tear Sir Holger up severely and he falls unconscious to the ground. Frank and Boone team up to kill one. Two others give dangerous bites to Wee and Gnim, who execute a fighting withdrawal and then are

shielded by Herbert and Larry. Knobulous throws a Sleep spell which only enchants 1 fly, but soon throws a second which sleeps the last three. Frank, Boone and Larry rush the cowering three ghouls who remain and kill them.

Frank then examines the critically injured Holger, who turns out to not really being dangerously hurt. Frank uses some bandages, comfrey and owlbear punch to fully patch up Holger. Frank also passes around some golden rod to attempt to cure the dungeon disease among its sufferers, but it does no good. Holger uses his paladin powers to cure Frank's infection. The gnomes discover a true trove of gems and jewelry in the bodies that the ghouls and flies had been feasting on.

Finishing the center section, the party finds a metal treasure box. The gnomes open it safely and discover some silver and gold and a silver sword and some essence of Krangor.

Proceeding to the easterm section, the party stumbles into a band of 40 kobolds. Boone, Holger and Frank, supported by some missiles from the rest, inflicted a melee massacre on the kobolds. They recovered 99gp in spoils.

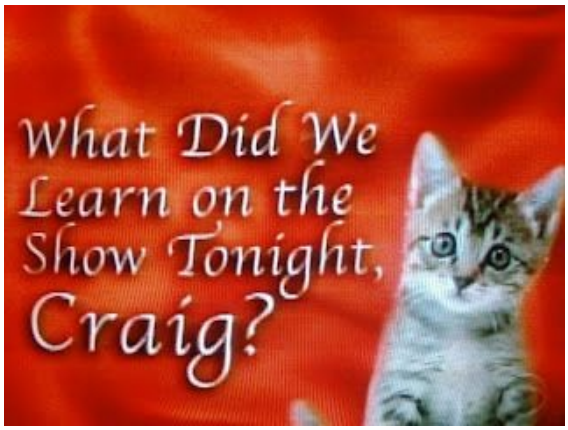
Next they found an evil door to a trash pile, which Knobulous summoned an Invisible Chuggins o search, finding 300gp. Nearby they stumbled into more trash which infected Gnim and the mule. Frank treated them both with golden rod, which indeed cured the mule. They discovered a smoke bomb and 150cp in this trash. Another room held a proper treasure chest, which Knobulous opened safely to recover valuable gems, 1400gp and a magic scroll of flying skull.

At the far end of the eastern section, while the gnomes were working on the door to what would turn out to be an empty room, a group of 13 bandits surprised the rear of the party, this being the one time Holger wasn't stationed there to guard against such a thing. The bandits tried to steal the mule, but Herbert kept a firm hand on it. They then stabbed Herbert to death and ran off with the mule. Boone manages to kill Herbert's killer and then Knobulous threw a sleep spell, dropping 8 of the bandits. The last 4 escaped upstairs, leaving the mule and their comrades behind. The party killed the captured bandits, plundered their 36gp. put Herbert's body on the mule and got back to work.

Having rushed to the western section, they mapped out the doors and unstuck or unlocked them. The first one they opened contained 6 heavily armed brigands who were waiting in ambush. The brigands cut down Knobulous and Gnim who were at the door scanning the room for pits and traps. They inflicted some injuries on various other members of the party, but were wiped out. The party checked the perforated gnomes, and it was bad news. Knobulous was dead, the top of his skull torn off by a crossbow bolt. Gnim was permanently injured, loosing 4 points of Strength and 1" of movement.

Soldiering on, the party hit another pit trap. Frank took and injury and Herbert was injured and knocked unconscious (faking). While they were dealing with Herbert's fakery, a pack of 11 zombies came shambling down the hall way. A barrage of the party's supply of holy water and another Righteous Light from Wee destroyed them with little danger. Gnim disabled a sleep gas trap in one room, but another pit trap injured the mule.

The level (and the dungeon) having been cleared, the party gathered their dead and treasure and returned home. The partners received 1380gp and 2186 total xp, the henchmen and mercenaries 690gp/1143xp.



I think the episode title says it all. Using the 2 gnomes to check for pits and traps when entering the room saved us a ton of grief, but it left them potentially in great danger when we fought the ghouls and flies, initiative saving them, and later it got Knobulous killed and Gnim permanently injured when the brigands achieved surprise. It's a tough choice, which is what a good game is all about, making you have to make tough choices.