Session/Game: DJM-20; RatR-3 **Date:** September 16, 2026

Episode 20: It's A Trap!
Campaign Date: January 13, 27 LOH.

Characters:
Mandalf Spellman, man, alchemist-3, lawful (Dave)
Rodney Helpful, man, lackey-1, lawful (hench)
Lothar, man, warrior-1, neutral (hench)
Gnorbert, gnome, thief-4, lawful (Bob)
Bushwhack Johnson, man, scout-1, neutral (hench)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-3, lawful (Craig)
Lucky Joe, man, warrior-1, lawful (hench)
Gormhax, man, berserker-2, neutral (Pete)

Judge: None

LOG:

January 13, Hex 20, Castle Ruin Dungeon, Floor 1 (Encounter level 3)
We take up the moment last session ended with the party having cleared the Center Section and looking at the Left Section, but pulled into the right section to rescue the dwarves. After the dwarves depart, the adventurers decide to clear the left section first.

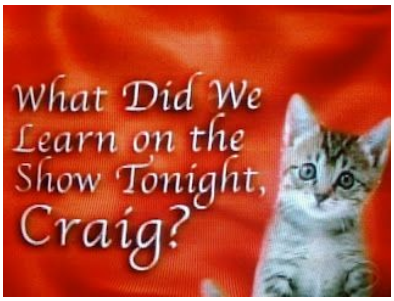
Section-Left
While they waste 20 minutes with Bushwhack and Rodney failing to open some locked doors, they eventually, mostly thanks to Gnorbert, open all three locked doors in the section. The first door opened to a garbage room which didn't infect anyone and from which Gnorbert found 50cp. They then opened both remaining doors at once; one held a sealed urn, the other a werewolf. The party rushed in and killed the werewolf (125xp) which tried to bite Rodney several times, but never laid a tooth on him. Gormhax, since he hadn't killed anything, was overcome with blood lust and tried to hack Rodney as well, but missed and then got control of himself. Still a little frustrated, Gormhax entered the other room and smashed the urn, which activated a lightning trap that injured him. The urn held 150sp and 6 silver arrows. The Left Section was now cleared.

Section-Right
The team heads over to the large central chamber in the Right Section, where they had defeated the robber flies to save the dwarves. They greased open two doors and found nothing. Rodney failed on the third, and Lothar, getting bored, tried to bash it open. He failed, but alerted 4 Lizardmen who yanked the door from the other side. The lizardmen

activated a large, deadly pit trap when they opened the door. 2 of the lizardmen fell in, one of which was killed. Mandalf and Bushwhack also fell in to their miserable deaths, Bushwkck managing to land on every single spike in the pit. Rodney, Gnorbert and the mule also fell in but were only injured. Gnorbert manages to kill the Lizardman who was in the pit with him. Meanwhile, up above, the two remaining Lizardmen each hit Lothar on opposite sides of his head using their big clubs, bursting his head like a ripe grape, leaving him mega dead. Lucky Joe shoots and kills one of the lizardmen and Gormhax kills the other.

There followed a long process of patching everyone up and lifting the mule out of the pit. Since their magician and 2 henchmen were dead, the remaining party members decided to flee back to the construction site of their new base.

	Gold Received	Total XP—including from gold, monsters and session award
Partners	1066gp	1776
Henchmen	533gp	888



Sometimes you spring the trap, sometimes the trap springs you.