Session/Game: DJM-6; RatR-3 **Date:** November 9, 2025
Episode 6: Tender Vittles
Campaign Date: October 15, 26 LOH.

Characters:
Boone, man, paladin-1, lawful (Craig)
Frank Harlock, man, merchant-2, lawful (Dave)
Frisky Steve, mule
Father Godwin, man, spiritual-2, lawful (Bob)
Gortimer of the Fist, man, paladin-1, lawful (Andrew)
Tender Shoots, halfling, level-0, lawful (hench)
Gormhax, man, berserker-1, neutral (Pete)
Knobulous Rex, gnome, enchanter/delver-1, neutral (NPC)

Judge: None

LOG:
October 15, Ruined Temple Dungeon, level-2, Hex 3

Boone, Godwin and Harlock gathered some allies and led them to the Ruined Temple Dungeon, going immediately to the second level. The entrance however was closed by one of those cursed Evil Doors. The party passed through the evil door with some damage here and there. They found some sealed urns and gained some gold, silver and scrolls. Moving on, Frank fell into a pit trap in a room with an iron chest with a gold ingot inside. In the next section, Gortimer found some treasure in a garbage-strewn room. One chamber nearby had 4 vicious dungeon hogs that inflict a variety of wounds onto the fighters before being wiped out [Frank's crossbow string broke at the beginning].

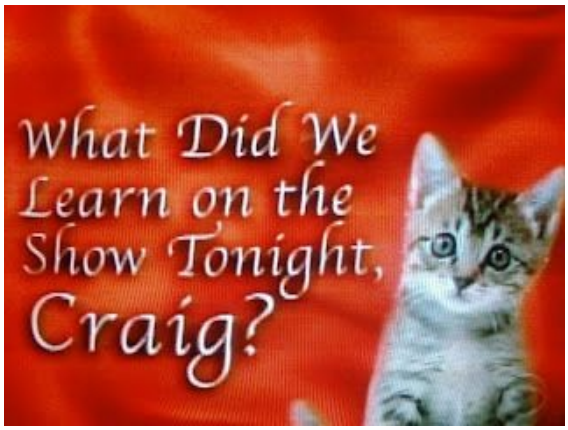
In a room off of a side corridor the party came close to total wipe out. The room itself contained a sleep-gas trap that put the entire party, except for the torch-bearer Tender Shoots to sleep for 20 minutes. Unfortunately, 10 minutes into that span a pair of Gnoll marauders showed up. Tender Shoots took some blinding powder from Frank's belt and threw it at the Gnolls, but missed. Shoots then made a run for it but was easily run-down and chopped to bits. The Gnolls chopped the halfling to bits and gobbled up the bits. They then went over to the sleeping mule and Godwin and checked them out for signs of life and valuables. This managed to waste enough time for the party to finally wake up and fight back. The fight was not a spectacular high point on the party's part. The Gnolls critically wounded Knobulous [permanent loss of 1 point of DEX and 1" of movement]. Godwin blinded them with Righteous Light for a round, but that just allowed Gortimer to light a torch, since Tender Shoots had had their only light source active. Finally, Boone, Gortimer and Gormhax managed to chop up the Gnolls and everyone could finally patch themselves up.

In the next section, the party opened a door and met a Gelatinous Cube, which paralyzed Gortimer. Gormhax gave the monster a mighty wound, but it took Godwin throwing an unlit torch at it to finish it off. Godwin used a spell to lift the paralysis from Gortimer.

In the next room, both Boone and Gortimer fell into a greasy pit tube which shuttled them down 1 floor, separating them from the rest of the party. The other members started to search around the rest of the dungeon for a set of stairs down, while Boone and Gortimer looked for stairs up. The paladins found one relatively close by. The rest of the party again were hit by a sleep gas trap which got everyone except Knobulous and the Mule. They managed to safely wait out the gas. Knobulous spotted one stairway down, but it was guarded by a huge flock of 28 stirges, so he left it alone.

When everyone was awake, beyond another Evil Door, the upper party met a set of friendly Lawful living crystal statues, who handed them some treasure. Beyond the statues was a room with stairs downward, and a treasure chest. Frank was blasted by a Glyph of Warding on the chest, which nearly killed him and which scrambled his once sharp mind even more (-2 int, -1000xp). They did recover some treasure from it.

The entire party was reunited at the the bottom of the stairs, but decided that enough was enough and the returned to the village.



I realized we were skipping the “Find Traps” part of the treasure encounters. I think I need to work up deal where if you find it, it only activates on a 1-2 if you fail to remove it? Something like that? Maybe I’ll just do some trap thinking in general.