Session/Game: DJM-10; RatR-3 **Date:** February 8, 2026

Episode 10: Long Way Around for the Mule
Campaign Date: November 28, 26 LOH.

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

Judge: None

LOG:
November 28, Barrow Dungeon Level 2, Goblin Forest hex 4.

Their first expedition to the Barrow Dungeon had been free from major casualties, but not very lucrative. Mandalf, Gnorbert, Terrance (and Myron), Sargon, Breeze and the mule undertook an expedition to clear the second level. There were 2 staircases down from the first to second level, and the party decided to take the southern one.

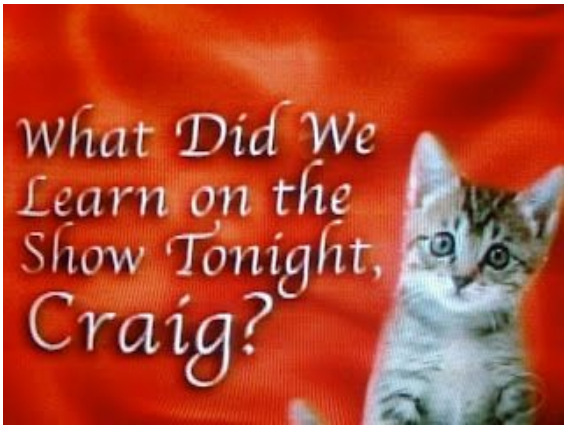
They searched a number of rooms near the stair and Gnorbert managed to activate a caustic acid trap that caused some damage to the mule. While searching nearby, the party was ambushed by 3 Warrior Skeletons, whom they destroyed without significant wounds. They next found a treasure chest and Gnorbert failed to detect a trap on it and was wounded by some darts, but they found a valuable jewelry and a big silver ingot. Another room nearby was filled with garbage, and Mandalf was infected by a disease.

Pushing north into another section, they were ambushed by 3 giant toads. Mandalf paralyzed one with a spell, Terrance slew another single-handedly, and Gnorbert, Sargon and Terrance teamed up to slay the third. They found a suit of man-sized plate armor in another room and Sargon put it on. A room nearby was crammed with a pack of 16 goblins. Because Sargon was so noisy trying to get into the room, the party was surprised, but only 3 goblins at a time could attack Sargon in the door way and their puny weapons were no match for the well-armored Sargon. Breeze threw a sleep spell and knocked out 8 of the goblins and the party killed another 4 in short order. The remaining four retreated to the corner of the room, but began a futile resistance as the party charged in and finished them all.

Rather than pass through an Evil Door, they party went back to the south and then the west. There they found a jug, which contained a scroll of paralysis and a gold ingot. They opened a door to the south, but were rushed by 7 Nomads, who had fallen down a greasy shaft from the surface. Breeze put 6 to sleep, and Terrance killed the last one.

Proceeding northward, they triggered a portcullis trap, which fell into place, trapping the mule (which was loaded with treasure) on the south side, separated from the rest of the party. Realizing that the stairs north were in the chamber ahead, they rushed into it and found a treasure chest which contained an 800gp jewelry and a jug of 4 doses of owlbear punch. They climbed the stairs to level one, hurried to the southern stairs and back down to level 2 and caught up to the mule (and the treasure) before any monsters could get it.

They then cleared up any remaining rooms. They found a stairway down to the third level of the dungeon. They also found some gold past the Evil Door they had previously avoided. Having cleared level 2, they returned to Green Spring village and split their treasure. Mandalf paid the priestess to cure his disease infestation.



None of the combats were particularly threatening, although the goblins might have been more so if they hadn't been crammed into a 1-access room. The third level should be cake-walk.