**Session/Game**: DJM-9; RatR-3 **Date:** January 11, 2026

**Episode 9: Of course, Nobody Speaks Lizard-man**
**Campaign Date**: November 24-27, 26 LOH.

**Characters:**
Mandalf Spellman, man, alchemist-1, lawful (Dave)
Gnorbert, gnome, thief-2, lawful (Bob)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-1, 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:**

Since they were running short of cash, Mandalf, Gnorbert, Terrance (and Myron), Sargon and Breeze, after resting up, buying a mule and some spare bow strings decided to explore the dungeon they had found under a barrow in the forest. The very large chamber at the bottom of the entry stairs was filled with festering garbage, from which Mandalf caught a dangerous disease. Searching a nearby hallway, Mandalf and Gnorbert fell into a pit trap and were slightly injured.

In a nearby room, the party stumbled upon a solitary lizard-man. The lizard-man seemed friendly and began miming that he was hungry. It turns out that Mandalf speaks lizard-man and offered the lizard-man, whose name was Bobzilla, a sailor sausage sandwich. Bobzilla informed them that there was a group of 8 nomad warriors in a room next door. After another sandwich, he agreed to join the party on an atavk against the nomads.

The party rushes into the room, surprising the nomads who were worshiping a crystal living statue. Breeze put seven of the nomads to sleep with a spell, and Mandalf paralyzed the 8th, incidentally mastering Paralysis spell. Terrance, Gnorbert and Sargon quickly destroyed the statue. The party tied up the nomads, took some paltry treasure, and gave Bobzilla the nomad's food supplies. There was a stair downward in the nomad room, but the party decided to clear level 1 before going deeper. They left the nomads tied up, having taken or broken their weapons and trusting that when the paralyzed nomad recovered he would free his comrades.

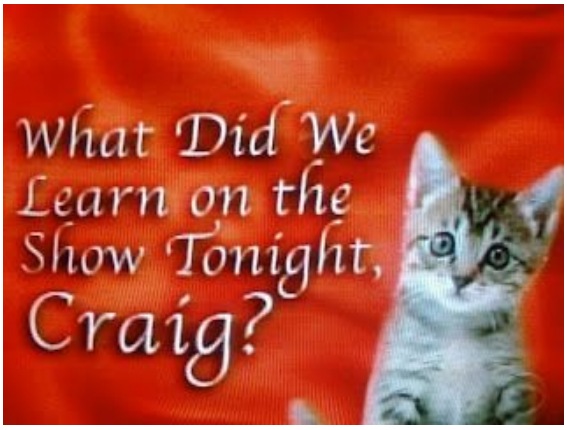
The party proceeded to the third section of the level. They explored 2 empty rooms and another garbage room, which ensickened Sargon. They found some more treasure therein (gold and a healing potion).

The party moved to the last section of the level, a large chamber with another staircase heading down. This was another garbage room containing silver and a neutralize poison potion, but since Mandalf and Sargon did the searching and were already sick, no further illness spread.

The first level of the barrow dungeon was now clear. The party returned to Greenspring village to divide the treasure. They traded the Healing Potion and Neutralize Poison potion they had found to Madame Frostbite, the local priestess of the Choir of the Saints, in exchange for her curing the disease infestations on Mandalf and Sargon. Terrance achieved 2nd level.

**NOTE ON THE FORT LAWSOME CREW:**

The owners of Fort Lawsome (Godric, Boone, etc.) were away in Newport and purchased supplies and furnishings to make the fort habitable as well as hiring 2 squads of mercenaries: The True Zealots of the Choir of Saints (men, LF x10) and the Burly Bolters (dwarf HXBow x10).




Some interesting things can happen when you use the reaction roll during encounters, got to remember to do that more regularly. Picking the right language sometimes pays off.