

Campaign Records

Session log and campaign reconstruction.

- [Session Log](#)
- [Session Sequence — Open Questions \(GM Review\)](#)

Session Log

Reconstruction of all known sessions. Corrected from old project's session-log.md using T1-T3 sources.

Confidence labels:

- `confirmed` — FoundryVTT T1 or GM written notes T2
- `remembered` — session logs T3 or player memory T4
- `imagined` — inferred, no direct session evidence

Roster rule: Only Sneaky Scorch, Rrrahah Bäähh, Bubble Bomb, and Shvub-Mah were present from Session 1. Others joined later.

Pre-Story Quest — Quest to the Darkfear Cave

confirmed | Source: GM chronicle annotations (rank 2)

Location: Licktoad Village → Tadpole Bog → Cave of Darkfear

- Party began as whelps with only single-part names (Bubble, Sneaky, Rrrahah, Shvub)
 - Whelp-Wrangler Loptop gave instructions: "*get toad, show spirit, kill anything that wants to stop you and most important DO NOT DIE!*"
 - Travelled to Tadpole Bog to catch a toad, then to the Cave of Darkfear to present it to the Darkfear spirit
 - During this quest, they killed a goblin bully named Kettlehead
 - Rrrahah Bäähh discovered his taste for moles on this quest
 - Four coming-of-age challenges completed to earn Licktoad Badges: Animal friendship, Happy beat, Hurtful words, Squirmtongue
 - On returning from the Cave of Darkfear, the party encountered Magical Maggie on the road
 - Returned to Licktoad Village and were received as full Licktoad Goblins — earning the second part of their names
 - The village celebrated; a raid on Paddlefoot Farm followed
 - Next mission: the first shipwreck (Kaijitsu Star)
-
-

Session 1 — "We Be Goblins!" |

Pre-logbook

remembered | Source: GM notes T2, player memory T4

Location: Licktoad Village / Brinestump Marsh | **Party:** Sneaky Scorch, Rrrahah Bäähh, Bubble Bomb, Shvub-Mah (core four only)

- Party begins as young goblins in the whelping cage of Licktoad Village. Level 0 start — GM modification confirmed by Creative Director.
- Complete the Dares: Squealy Nord riding dare, Bull Slugs dare, Rusty Earbiter dare.
- Declared worthy. Party reaches Level 1.
- Journey through Brinestump Marsh to the Kaijitsu Star shipwreck.
- Fight Lotslegs Eat Goblin Babies Many (giant spider). Shvub-Mah's acrobatics notable. Bubble contributed an explosion.
- River crossing — Rrrahah kept someone from drowning. Crocodile encounter.
- Board the Kaijitsu Star. Encounter Vorka (cannibal goblin druid) — brief negotiation, then combat. Vorka's horse (Stomp) died first. Vorka died. Ship ransacked. Fireworks cache retrieved. Also found: remains of **Scribbleface** — a Licktoad goblin outcast banished for reading/writing, who had come to the ship and not left. A dog named **Cuddles** (in the galley) was part of Vorka's arrangement at the ship.
- Return through marsh to Licktoad Village. *Note: The encounter with Magical Maggie occurred before this session — on the road after the Cave of Darkfear pre-story quest, before the Kaijitsu Star mission. Her looted map (red X on Paddlefoot Farm) is the hook for the Squealy Nord recovery.*

Sessions 2–5 — Pre-logbook Events

(approximate)

remembered | Source: GM notes T2 (confirmed details) + player memory T4

Location: Licktoad Village → various | **Party:** Core four + possibly Wee Goo/Vigo (fill-in)

- **Village defense:** After returning from the first ship, party found their village being attacked — skeletons fighting humans. Party defeated remaining skeletons. Two humans escaped. First celebration.
- **Squealy Nord goes missing:** After the first celebration. Elders pointed toward Paddlefoot Farm (from Magical Maggie's looted map).

- **Squealy Nord recovery — Paddlefoot Farm:** *remembered — T3*. Party went to Paddlefoot Farm. Recovered Squealy Nord from a cage. Some humans had a worse day than planned. Second celebration louder than the first.
 - **Second ship expedition:** Found a chest with a hilt (old iron, part of a larger weapon). Inside: a rolled paper with text. None of the eight read it. The skeleton on the Kaijitsu Blossom (the ship with rockets/fireworks) was an officer who gave the party a mithril sword handle. *remembered — T3*
 - **Night at the abandoned farmhouse:** Rested in an abandoned farm. An ogre attacked in the night. Shvub-Mah kited the ogre through the house repeatedly until the ogre was badly wounded and failed to eat him.
 - **Fire-breathing pig capture:** Following the ogre's trail, party was attacked by a fire-breathing pig. Shvub-Mah insisted on catching it alive. Wrestled it down, tied its snout shut. **This is Princess Crackling — a completely separate pig from Squealy Nord.** *confirmed — T2 (GM notes)*
 - **Licktoad Village destroyed:** On return, found the village burned. Skeletons still moving — defeated. Party walked north. Squealy Nord was NOT with the party — he had been captured by Pa Munchmeat before or during the destruction and was held at Manschmied Farm (freed there later). *remembered — CD memory; Squealy Nord location confirmed GM T2, 2026-04-05*
-

Session — 23.03.2024 | Osterode (in-person)

remembered | Source: session-log-goblins.txt T3

Location: River near Birdcruncher territory | **Party:** Core four (Shvub-Mah left behind with fire pig initially)

- Left Shvub-Mah with Princess; group went along the river.
 - Met the Birdcruncher tribe — invited across. Evening of feasting and games.
 - Wise Mummy Sprattleharsh — tribal elder. Birdcrunchers seeking new chiefs.
 - **Chieftain's Moot — three rounds:** Sneaky Scorch won all three (final score 15). Declared Chieftain of the Birdcrunchers. Received the Crunchy Crown (+2 Intimidate vs. Birdcrunchers).
 - **Treasure chest loot:** 840 gp, 4× cure moderate wounds, fire resistance potion, Wand of Restoration (9 charges), +1 Flaming Dogslicer → Scorch, Cloak of Illusions → Scorch, Bead of Force → Rrrahah, Frozen Lava 6 charges → Bubble, 8 Sovereign Glue flasks → Bubble.
 - **Quest assigned:** Kill Pa Manschmied and the fire pig at his farm (northeast).
-

Session — 24.05.2024 | Osterode (in-person)

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 5/24-5/25/2024 T1

Location: Manschmied Farm | **Party:** Core four + Princess Crackling

- Shvub-Mah arrived at the farm with Princess.
 - 2 Granite Vultures landed on the farmhouse. Freed farm chickens; party hid on the hill.
 - An Ogerspinne (ogre spider) came up the hill — defeated. Shvub-Mah took 34 piercing damage from a critical hit.
 - Followed wild spider tracks — found a dead 8-legged creature and many spider tracks.
 - FoundryVTT confirms: Players active: Sneaky Scorch, Shvub-Mah, Rrrahah Bäähh, Bubble Bomb, Princess Crackling. Ogre Spider combat at 11:23 PM. Princess used Fire Breath.
-

Sessions — 29.05–01.06.2024 | Osterode (in-person)

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 5/25-5/27/2024, 6/1/2024 T1

Location: Manschmied Farm → spider cave entrance

- Returned to farm. Oger-Ma had left with a large axe.
 - **House investigation:** Found Alchemy Goggles → Bubble. Gourd of Fire, alchemical supplies in chest.
 - **Freed the pigs:** Two pigs in the farm pen on the west side (under a boat repurposed as a pig enclosure) — **Squealy Nord** (tribal mascot, captured by Pa Munchmeat before the village burned) and one ordinary farm pig. Squealy Nord freed here. **Princess Crackling was NOT freed from this farm** — she had already been captured at a stream before the party reached Birdcruncher territory and was with the party when they arrived. Princess Crackling is NOT Squealy Nord. *confirmed* — GM T2, 2026-04-05
 - Rested on the hill. Sneaky tracked Oger-Ma to the Devil Plateau — lost trail.
 - Oger-Pa returned with another Ogerspinne. Oger-Ma returned with Oger-Son and a dead hobgoblin. Decision: leave the Oger farm.
 - Followed spider tracks up a cliff → found a cave entrance.
 - Fought 4 spiders at the entrance. Inside cave: found 2 shattered Guardian columns.
-

Cave Interior — Intermediate Sessions (June–October 2024)

confirmed (FoundryVTT T1) + *remembered* (T3 Nachtrag)

Location: Spider cave interior | **Party:** Core four + Princess (Screech Sagg absent — not yet met)

6/29-6/30/2024:

- Stealth vs. Boar at session start. Spider Swarm fight.
- Thievery DC 20 — Sneaky passed (roll 26). Picked the lock of the stone tower/gatehouse.
- Dream Spider fight — very long fight (9:39 PM → 2:43 AM).
- XP: 250 + 105 = 355 awarded.

10/27/2024:

- Pale Hunting Spiders + Joyous Hunting Spiders + Animated Axe.
- Thievery DC 20 passed again. Axe trap triggered, fought the animated axe.

T3 Nachtrag confirms:

- Bubble Bomb repaired the Guardian columns. Columns became active.
- Returned to large chamber. Fought spiders. Locked and sealed entrances, rested.

Session — 30.11.2024 | Sandhausen (in-person)

remembered | Source: session-log-goblins.txt T3, session-log-goblins2.txt T3

Location: Spider cave interior → Astral Plane → beach | **Party:** Core four + Princess + Screech Sagg (joins this session)

- Party reopened a door. Found corridor sounds.
- **Found Screech Sagg** cocooned/webbed up in the corridor. Spiders had stolen his boots. Party freed him. He joined the party.
- Spiders attacked. After round 1, Sneaky disappeared — pulled into the Astral Plane first.
- **Astral Plane pull order (confirmed T3):** Sneaky → Princess → Rrrahah → Bubble → Shvub-Mah → Screech last.

- In the Astral Plane: left a building (cloud tower); party woke on a beach.
 - **Party reached Level 5.** Rrrahah received a dream message (Traumbotschaft).
-

Session — 18.01.2025 | Online

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 1/18-1/19/2025 T1

Location: Razertoath goblin territory (Nettlewood) | **Party:** Core four + Screech Sagg + Frizzel Brizzel (first confirmed appearance)

- Party in jungle. Killed two Razertoath patrol groups (each: 2 dogs + 3 goblins); hid bodies in bushes.
 - Sneaked into the Birdcrusher nest; found 7 imprisoned Birdcrunchers — freed.
 - Spotted — fought Gogmurt + Tangletooth (cat) + 2 large dogs + 2 small dogs + 2 goblins.
 - **Gogmurt loot:** Staff +1, Cloak of Gnawing Leaves, Studded Leather armor.
 - Featherbrain (Birdcruncher) told party: Ripnugget is evil and strong, wants to attack Sandpoint and sacrifice everyone to Lamashtu.
 - FoundryVTT confirms: Frizzel Brizzel and Screech Sagg both active 1/18/2025.
-

Session — March 2025 | Leer (in-person)

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 3/15-3/16/2025 T1

Location: Birdcruncher territory → Thistletop

Part 1 — Thistletop approach:

- Met **Shalelu Andosana** (elf ranger) *before* the assault. She briefed the party and brokered the deal: party cooperates against the cult → Shalelu ensures entry to Sandpoint. Mission: bring back the head of Nualia. *confirmed* — T1 + T3
- Returned to Goblin-Thistletop village, then boat to the bridge, climbed to the roof. Scorch went up — guards neutralized.

Part 2 — Birdcruncher water cave:

- Explored water cave — defeated Wereseehund (wereseal, GM homebrew).
- Found treasures in sunken skeletons (including Nuke item: 2d4h/2d4d days reset timer).

Session — 03.10.2025 | Wrexen (in-person)

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 9/26/2025, 10/4-10/5/2025 T1

Location: Thistletop (roof + ground floor) | **Party:** Core four + Screech Sagg + Uhuhh Shehee (first confirmed FoundryVTT appearance 9/26/2025)

- Continued on roof using Nuke weapon. Moved to ground floor — fought a man and more goblins; party cornered in a corridor.
- After combat: checked the latrine. Found more treasures.
- FoundryVTT 9/26/2025: Uhuhh Shehee first appears (draws Greatsword).
- FoundryVTT 10/4/2025: Uhuhh Shehee active with Rage (7 temp HP). Uses Greatclub then Greataxe.

Session — 05.12.2025 | Sandhausen (in-person)

confirmed | Source: session-log-goblins.txt T3 + FoundryVTT 12/5-12/7/2025 T1

Location: Thistletop dungeon (Level D)

Note: Originally logged as two sessions. Creative Director confirmed (2026-03-14) they are the same session.

- Went downstairs — 4 goblins at a table. Rrrahah tried to negotiate; Bubble and Shvub-Mah sat at the table. Sneaky hung from the ceiling observing. Negotiation failed — fight. 1 Lamashtu goblin fled toward the nursery/children's tunnel.
- **Rock cathedral (Felsenkathedrale):** Party entered. Urinated on the Lamashtu altar. Door sealed shut.
- Howling from deep in the chamber — Screech laughed at them. Party unafraid.
- 2 Jethounds appeared (Chaotic Evil fiends, can fly, have scent, silver-sensitive).
- Reinforcement wave: Tentacle-hand monster + second Jethound + Lyrie Akenja (wizard).
- Party defeated all enemies with effort.
- **Thistletop dungeon cells — D9:** Found Ameiko Kaijitsu in the prison cells — imprisoned ~5 days. Betrayed by brother Tsuto. Knows Shalelu; stays at the Rusty Dragon. Tsuto

belongs to Lamashtu — "can be killed." Named both ships. *remembered* — T3

- **Party reached Level 6.** No sessions played at Level 6 yet as of the known campaign record.
-

Open Questions

- **Q-NPC-02:** The human-orc figure at the Thistletop climbing encounter is unidentified. Module equivalent: Orik Vancaskerkin (human fighter, mercenary). Not confirmed as campaign canon.
- **Q-NUALIA-01:** Nualia's status. Whether she was fought and defeated is not recorded in available T1-T3 sources.
- **Q-SESSIONS-02-05:** Sessions 2-5 are reconstructed from GM notes (T2) and player memory (T4). Exact session boundaries unknown.

Resolved Questions

- **Q-DATE-01 (resolved):** Pflingsten vs. March 2025 — FoundryVTT T1 shows 3/15/2025. Session header corrected to "March 2025." *confirmed*
- **Q-NPC-01 (resolved):** The "helpful NPC" in campaign beat 23 is Shalelu Andosana. Confirmed by T3 + T1 (3/15/2025). She briefed the party BEFORE the assault, not on the return. *confirmed*
- **Village destruction cause (resolved as in-world mystery):** An adventuring party disturbed the dead on the Kaijitsu Blossom; the undead followed them back. The adventurers' identity is unknown to the goblins. The rolled paper in the sword hilt may resolve this — it has not been read. This is an active plot thread.

Session Sequence — Open Questions (GM Review)

Session Sequence — Open Questions for GM Review

These questions need Christian (GM) confirmation before the session sequence can be finalized. Edit this page or add a comment below each question to answer it.

Status key: = needs answer | ✓ = confirmed | ✗ = rejected / wrong assumption

Q1 — Pre-logbook sessions: was it all Session 1?

The logbook suggests the following events all happened in Session 1 (We Be Goblins! module 1). Is this correct, or were some of these in separate sessions?

- Licktoad Village / Chief Gutwad / Dares (Squealy Nord, Bull Slugs, Rusty Earbiter)
- Journey to the Kaijitsu Star shipwreck
- Lotslegs Eat Goblin Babies Many encounter (giant spider)
- Vorka the cannibal goblin boss fight

Also: Module 1 starts with goblins already at the village moot, not in a cage. The "kindergarten cage / level-0 start" detail is from player memory only — is this a GM modification or a misremembering?

“ Answer:

Q2 □ — GM notes events: which sessions?

The GM notes describe four pre-logbook events. Which sessions did these happen in?

- Village defense against skeletons after a shipwreck return
- Pig capture at Paddlefoot Farm (Squealy Nord)
- Overnight ogre attack at a farmhouse
- Fire-breathing pig capture (Princess Crackling)

Were these Sessions 2-5? Or were some of them part of Session 1?

“ Answer:

Q3 □ — 23.03.2024 Birdcruncher session: in-person only?

The Birdcruncher feast + Sneaky Scorch becoming chieftain session (23.03.2024) has no FoundryVTT record. Was this played entirely in person? What session number was it?

“ Answer:

Q4 □ — 6/29-6/30/2024

FoundryVTT segment: which session?

Large FoundryVTT activity block (Dream Spiders, Spider Swarm, ~350 log entries). Active: Sneaky Scorch, Shvub-Mah, Rrrahah Bäähh, Bubble Bomb, Princess Crackling. Does not match any named

session log entry clearly. Was this a separate session? When and where was it played?

“ Answer:

Q5 ☐ — 10/20-10/27/2024

segment: was Shvub-Mah absent?

FoundryVTT shows combat with Pale/Joyous Hunting Spiders and the Animated Axe. Only Sneaky Scorch, Bubble Bomb, and Rrrahah Bäähh active — Shvub-Mah is not in the log. Was Shvub-Mah absent? Was this online or in-person?

“ Answer:

Q6 ☐ — 30.11.2024 Sandhausen: date correct?

The in-person Sandhausen session (Screech Sagg joins, Level 5, Astral Plane) has no FoundryVTT record. The date was corrected from 30.11.2025 to 30.11.2024 by the Creative Director. Please confirm: is 30 November 2024 correct?

“ Answer:

Q7 ☐ — "Pfingsten 2025": Pentecost or March?

Session log calls this "Pfingsten 2025" (Shalelu encounter + water cave/wereseal). FoundryVTT shows 3/15/2025. Pfingsten (Pentecost/Whitsun) in 2025 was June 8-9, not March. Were these two

separate events? Was "Pfungsten" a mistake in the notes? Were they one session over two days or two sessions?

“ Answer:

Q8 ☐ — Thistletop loot session (5/27–6/8/2025): real session or just admin?

FoundryVTT shows loot table rolls, level-up feats, and a rest during this period. The next confirmed in-person session was Wrexen (10.03.2025 / 03.10.2025). Was there an actual play session in May–June 2025, or is this purely online bookkeeping between sessions?

“ Answer:

Q9 ✓ — Ameiko: found in Thistletop dungeon or in Sandpoint?

Session log places the Ameiko rescue after the Thistletop dungeon. It says "Sandpoint jail area" — implying travel to Sandpoint. Did the party travel from Thistletop to Sandpoint to free her? Or was she held inside the Thistletop dungeon itself?

“ Answer: Resolved by T3 session log — "Im Gefängnis ist Ameiko... hierher verschleppt" — she was in the Thistletop dungeon prison cells (D9), not Sandpoint. Betrayed by her brother Tsuto, kidnapped during the Sandpoint raid, transported to Thistletop. *confirmed — T3*

Q10 □ — "Lercon GM": who is this?

FoundryVTT shows "Lercon GM" entries at 10/3/2025 4:07 AM and 6/4/2025 8:26 AM. Both are maintenance/empty entries at unusual hours. Is this Christian using a secondary login, or a different person? No campaign relevance assumed, but worth confirming.

“ Answer:

Document produced by Archivist, 2026-03-15. Based on FoundryVTT log (T1), GM notes (T2), and session logs (T3). Questions are about session sequence only — lore canon questions are tracked separately in [Lore Conflicts & Canon Decisions](#).