

# The Campaign — As It Happened

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# The Goblin Chronicle — As It Happened



*The route of the goblins — from Licktoad Village through Brinestump Marsh to Thistletop*

# The Goblin Chronicle — As It Happened

*A true account of the greatest goblins who ever lived, which is all goblins, but especially these ones.*

# Part One: Cages, Dares, and a Very Dead Horse

It began, as the best goblin stories do, in a cage.

Four goblins crouched in the whelping enclosure of Licktoad Village — Bubble Bomb with her alchemical vials rattling against the bars, Rrrahah Bäähh muttering prayers to whatever deity would tolerate a Razortooth's teeth, Sneaky Scorch watching everything and touching nothing yet, and Shvub-Mah already measuring the distance to the latch. These four were the core of what would become the core party. The others came later. Stories always add names in retrospect.

The village elders had decided these four needed proving. So there were dares. There are always dares. The goblins proved themselves in the way goblins prove things: with fire, chaos, and a complete disregard for their own structural integrity. They were declared worthy. The cage opened. The Licktoad tribe had heroes, whether it wanted them or not.

Their first commission: a ship had run aground somewhere in the depths of Brinestump Marsh, and the tribe wanted to know what was on it. Simple enough, if the marsh cooperated, which it did not.

The path through Brinestump took them past a spider — not a small spider, not the kind that sends a sensible person to find a boot, but the kind that has opinions and the legs to enforce them. The four enforced their own opinions back. Shvub-Mah's acrobatics were, by all accounts, impressive. Bubble Bomb contributed something that exploded. The spider lost.

The river crossing required more finesse than violence, a ratio the party found uncomfortable but managed. Rrrahah Bäähh kept someone from drowning. This was to become a recurring contribution. The marsh then offered a crocodile, presumably as a test of character. The crocodile lost too, though with more splashing.

They came out at the coast as the sun died and the darkness rose off the water. The party made camp on the beach, posted no real watch, had some encounters that came out of the dark, and by morning were all still present, which counted as a victory. The ship waited.

What they found aboard was Vorka — a goblin cannibal of considerable local legend and worse dinner habits — and her horse. The horse died first, as horses do in goblin stories. Vorka died after, following a conversation that illustrated why goblins should not negotiate with other goblins who have already decided to eat them. The ship was thoroughly ransacked. The tribe would be pleased.

*[Note: The Magical Maggie encounter occurred on the road returning from the Cave of Darkfear — before the Kaijitsu Star mission. It is placed here in the chronicle's original account order, but the correct pre-story sequence is: Cave of Darkfear → Magical Maggie → village celebration → Kaijitsu Star mission.]* On the road returning from the Cave of Darkfear, they found a painted wagon sunk wheel-deep in the mud. A half-elf woman stood next to it — **Magical Maggie** (Magdalena Stackdeck), traveling merchant, alchemist, confidence artist. The wagon was called Magical

Maggie's Mobile Market. Her mule Braya was refusing to cooperate. She opened with a sales pitch. When the goblins had no coin she threw rocks, then bombs. The party killed her and looted the wagon. Among the cargo: a map. A specific farm, a large red X, a specific situation involving a pig. The party filed this away and continued home.

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## Part Two: The Pig, The Party, and the Burning

Licktoad Village celebrated. Goblins celebrate the way they do everything else — loudly, dangerously, and with fire that is technically controlled. The heroes of the marsh were feted, fed, and told they were magnificent, which they already knew.

Then someone noticed Squealy Nord was gone.

Squealy Nord was not just a pig. Squealy Nord was *the* pig — tribal mascot, spiritual animal, the pig whose squealing had soundtracked a hundred goblin songs. Gone. The celebration soured. The elders pointed, and pointed again: go to that farm on the map. Bring the pig back.

The farm was exactly what the map showed: a halfling place, with a cage, and inside the cage, one very annoyed pig. The goblins of the Licktoad tribe excelled at exactly this — entering places they were not supposed to be in, taking things that were not supposed to be taken, and leaving before anyone could organize an adequate response. Squealy Nord was liberated. Some humans had a worse day than they had planned for. The party returned to the village trailing one pig and considerable self-satisfaction.

The second celebration was louder than the first.

Then the elders had another ship.

There is always another ship.

This one required a longer route, during which the party found a chest and within it a hilt — old iron, clearly part of something larger and more interesting than a hilt. Inside the hilt was a rolled paper with text on it. None of the four were stupid enough to read it yet. They carried both and continued, because goblins who stop to wonder about mysterious relics are goblins who miss the next fight.

On the return journey, they followed a trail that told a grim story: skeletons moving with purpose, and behind them or before them, the sign of a hero group — the worst kind of enemy, the kind that comes with noble intentions and blessed weapons and the absolute conviction that goblins deserve whatever happens to them.

They arrived at Licktoad Village. The fires were the wrong kind — not celebration fires, not cook fires, but the guttering remnants of a village that had been made an example of. Every goblin who had cheered them two nights ago was dead. The heroes were gone, satisfied with their work, leaving only bones that still moved with unfinished malice.

The four put down the skeletons. There was nothing else to do with that anger. Then they walked north, because south was ashes and there was nothing left behind them.

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## Part Three: Ashen Rise, the Ruined House, and a Tribe at the River

The road north through Ashen Rise was long and gray. They passed Habe's Sanatorium, visible from the path — a building that radiated the specific wrongness of a place where bad things are done to people with official paperwork. They did not stop. Shvub-Mah's eyes lingered on it. The others moved on.

Above the sanatorium, set back from the path where a ruin sat half-swallowed by the hillside, they stopped. This was Shvub-Mah's place — the fighter who had been doing acrobatics in and out of impossible situations since the spider encounter — and while "home" was perhaps too warm a word for a crumbling structure on a hill above a madhouse, it was theirs and they had come back to it. They rested. The marsh was far behind them. The next thing was ahead.

South again, and east, threading the passage between the mountains and the Devil's Platter — a wide flat of dark rock that sits in the landscape like something ancient trying to remember what it used to be. At the river, they found the Birdcrunchers.

The Birdcruncher tribe was the Licktoad tribe's counterpart on this side of the Hinterlands: goblins who had survived by being somewhere else when the heroes came. There were challenges, because there are always challenges when two goblin groups meet and need to establish something. The four passed them — Sneaky Scorch, in particular, passed all three rounds. There was a party. A bard, if the story had had one yet, would have been useful. The Birdcrunchers made do with what they had.

The Birdcrunchers had a task for them. There is always a task. This one led to Manschmied farm.

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## Part Four: Dead Spiders, Mountain Caves, and a Door Between Worlds

The farm was a stealth operation — not the Licktoad village's preferred mode, but Sneaky Scorch was in his element. Some of the farm's animals were already dead when they arrived, which suggested someone else had been through recently, or something. Pigs were freed. Some humans did not survive the encounter. The party left with what they came for and the unsettled feeling that they were following something, not leading.

The tracks confirmed it. They led away from the farm, into rising terrain, toward the kind of mountains that suggest caves at the top. They followed dead spider tracks until they found a dead spider — large, one of the nesting kind, killed by something that had moved on. The spider's trail continued up. They followed it.

At the peak of the climb, flanked by two stone pillars worn by weather into near-formlessness, the cave entrance waited. Inside: two paths diverging into darkness. They took the one that led toward the spider sign, toward the camp.

In the depths of the cave, through extended encounters with spiders of increasing ambition — including one that healed through its own adds, and an axe that took personal offense at the party's presence — they found the spider camp. And at the camp, something else entirely.

A device — strange-made, clearly not goblin-work, clearly not human-work — stood at the center. Bubble Bomb examined it. Then they used it.

The world did not end, but it went somewhere else.

By this point, the party had acquired one more member: **Screech Sagg**, found cocooned in the cave corridor by the spider population, who had also taken his boots. He had been waiting to be found. The bard, bootless, joined the group and was present when the world changed.

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## Part Five: The Astral Plane, and Rrrahah Bäähh's Dream

There was a tower. There was a cloud inside the tower, or the tower was inside the cloud, which amounts to the same thing when you are no longer certain which direction gravity runs. The six stood on the cloud and considered this, which is not a normal goblin activity.

Then they stepped off.

The astral plane received them with the profound indifference it extends to all travelers, and they floated through it — drifting, weightless, moving in a direction that felt like forward through space that had no clear opinion on the matter. The jungle was visible somewhere below and ahead: a dense green smear that promised something solid and alive.

Rrrahah Bäähh dreamed. Eyes open, floating, the Razortooth cleric dreamed something that left marks — not wounds, but the kind of residue that means something was seen that cannot be unseen. What was dreamed is Rrrahah Bäähh's to tell.

They came through into the Nettlewood jungle. Level 5. The trees were vast and old and did not welcome them. This was appropriate. They pressed on north.

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## Part Six: Thistletop

Thistletop is a headland that juts into the Varisian Gulf like a threat — topped with ruins, surrounded by enemies, connected to the mainland by a rope bridge over open water. The Nettlewood presses to its southern approach. The whole structure reads as a place designed to discourage visitors.

The six visited anyway, twice. Then came more.

The first time was reconnaissance with violence: sneak in, kill the enemies who presented themselves, learn the shape of the place, retreat before the shape of the place killed them back. They retreated to Birdcruncher territory, freed seven Birdcruncher prisoners from the Razertooth goblins along the way.

They came back knowing more. The second assault had a specific target: more Birdcruncher goblins were being held prisoner inside the walls. The party went in harder, freed their allies, and pulled back. On the return, they met **Shalelu Andosana** — an elven ranger who had been watching the region. This time she had a proposal: cooperate against the Lamashtu cult at Thistletop, and she would guarantee them entry to Sandpoint. The party was given a mission. Bring back the head of Nualia.

Now **Uhuhh Shehee** joined the party. The barbarian had been in the area — vibrating with pre-violence energy, which Thistletop seemed likely to require — and she was present for the third and final approach.

They went around, south along the cliff face, and descended to the sea caves at the base. The wereseal that guarded the passage died in water up to goblin necks, which made the killing less clean than preferred but no less final. They found treasure in the caves. They noted it and continued.

The bridge across to the island proper held their weight. The roof guards saw them coming and this was no longer a stealth operation. They died on the roof. The party went inside.

The interior was tight, layered, full of angles. Someone tried a climbing approach that required navigating around or over a human-orc figure with specific ideas about territorial defense. This encounter was resolved in the party's favor, though Uhuhh Shehee may have had more fun with it than strictly necessary.

The way down was a toilet shaft. Of course it was.

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# Part Seven: The Dungeon, the Prisoner, and the Temple

Below Thistletop's inhabited levels, the dungeon waited in old stone. The party found cages. In the cages: bears. Also, in circumstances that suggested she had been there for some time and was not pleased about it, **Ameiko Kaijitsu** — a person, not a monster, in the wrong place through someone else's choices. They talked. They freed her. She owed them something, which is the most reliable currency. She named the two ships: Kaijitsu Star, Kaijitsu Blossom. The officer on the Blossom. The brother who had put her here.

At the end of all of it, the Temple of Lamashtu.

Lamashtu is the Mother of Monsters: patron of goblin kind, goddess of nightmares and deformity, beloved by those who have nothing left to be beloved by. Her temple at the bottom of Thistletop was the final destination of a chain of events that had begun in a whelping cage in Brinestump, wound through burning villages and astral planes and one very memorable wereseal, and arrived here.

What happened in the temple was the last thing written down.

The eight goblins — Bubble Bomb the alchemist, Rrrahah Bäähh the dreaming cleric, Sneaky Scorch the rogue who touched everything now, Screech Sagg the bard whose songs improved under fire, Shvub-Mah the fighter who had come home to a ruin and kept going, Frizzel Brizzel the ranger who had ranged very far, Uhuhh Shehee the barbarian who had enjoyed all of this, and Wee Goo the fighter who had sat on someone at the start and ended here — were present at the last recorded encounter.

What came after, the ledger does not say. But eight goblins went in.

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*End of the known account.*

*What comes after: TBD at the table.*

# Lore Conflicts & Canon Decisions

## Lore Conflicts: Campaign vs. Official Modules

**Generated:** 2026-04-01

**Sources checked:** We Be Goblins! (1), We Be Goblins Too! (2), We Be Goblins Free! (3), We B4 Goblins! (4), We Be Super Goblins! (5)

**Note:** We Be Goblins Too! and We Be Goblins! were available as raw PDF-extracted .txt files only; all content is confirmed. we-be-goblins-1.md and we-be-goblins-too.md do not yet exist as processed markdown.

**Rule:** The Creative Director's campaign version is canon. Conflicts are noted for awareness only.

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### [Beat 1] — Village start in whelping cage, do dares

**Campaign version:** The session opens in the whelping cage, followed by dares inside or around the village.

**Official lore:** Module 1 (We Be Goblins!) opens with the goblins already grown and recognised as adult Licktoad heroes, summoned to Chief Gutwad's Moot House for a mission briefing — they are not in the whelping cage. The whelping cage / coming-of-age context belongs to Module 4 (We B4 Goblins!), which is a prequel set before the heroes earn their names. In Module 4 the goblins ARE released from the whelping cage and then do badge challenges (Animal Fiendship, Squirmtongue, Happy Beat, Hurtful Words) inside the Licktoad village — but that module ends at the Paddlefoot Farm raid, not at a ship.

**Impact:** Sequence compression. The campaign collapses Module 4's whelping-cage opening with Module 1's dare sequence into a single beat. The dares described in Module 1 (Dance with Squealy

Nord, Eat Bull Slugs, Hide or Get Clubbed, Rusty Earbiter) are different from Module 4's badge challenges. It is ambiguous which set of dares was actually played.

**Game decision:** Follow campaign version. Whelping cage opening is established; which dare set was used is left to the CD's recollection.

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## [Beat 2] — Sent to first ship in Brinestump — encounter spider, skill checks at river, fight crocodile

**Campaign version:** Journey to the first ship involves: a spider encounter, skill checks at a river crossing, then a crocodile fight.

**Official lore (Module 1):** The journey from the Licktoad village to the shipwreck is described as a roughly one-mile slog along a creek's southern bank. The only named encounter en route is the giant spider **Lotslegs Eat Goblin Babies Many** (CR 1 giant spider), who lurks along the creek ambushing goblins. There is no river crossing with skill checks called out as a formal encounter, and no crocodile anywhere in the module. The marsh does include stretches of deep water that must be skirted, but these are environmental flavour, not a named encounter.

**Impact:** The crocodile fight has no source in Module 1. Either it was a GM-improvised encounter, or it comes from a source not yet extracted. The river/skill-check sequence may reflect the creek navigation described in the module, reshaped by actual play.

**Game decision:** Follow campaign version. Crocodile and river skill checks are canon additions to the journey.

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## [Beat 3] — Beach, night camp, encounters

**Campaign version:** After the journey, there is a beach and a night camp with encounters.

**Official lore (Module 1):** The shipwreck (Kaijitsu Star) is described as lodged in a shallow pool of swamp water, close enough to the coast to hear waves but not on an open beach. The module does not include a separate beach camp or overnight rest as a structured beat — the goblins arrive at

the wreck and proceed to explore it. There are no formal "night camp encounter" tables.

**Impact:** The beach camp is either original play content or terrain the GM ran as a resting point before boarding. No module conflict exists beyond the setting description (swamp versus open beach).

**Game decision:** Follow campaign version. Beach and night camp are established canon.

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## [Beat 4] — Board ship — kill horse, talk to and kill Vorka

**Campaign version:** The goblins board the ship, kill a horse, talk to Vorka, and then kill her.

**Official lore (Module 1):** Closely matches, with these specifics:

- The horse is named **\*\*Stomp\*\*** — a filthy, dark gray stallion in a fenced pen surrounding the ship. Vorka keeps it as a pet/guardian. Killing the horse is expected and mechanically supported.
- Vorka is found asleep in her cabin (Area 6) when the PCs first arrive. She does NOT initiate conversation as a primary behaviour — she awakens progressively as the goblins cause disturbances (each encounter above decks adds a cumulative 25% chance of waking her). Once awake she prepares then attacks. She does make threatening/flavour dialogue during combat ("Those ears might taste fine stuffed with eyes"), so a "talk to Vorka" beat could reflect pre-combat taunting or a player attempting negotiation.
- Vorka fights to the death (morale: never retreats or surrenders).

**Impact:** Minor. The module does not frame Vorka as someone who has a conversation before dying — she is asleep, awakens, buffs, then attacks. If the campaign includes a dialogue beat, it is either GM-added or player-initiated. No structural conflict.

**Game decision:** Follow campaign version. "Talk to and kill Vorka" is canon.

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## [Beat 5] — Return — meet an elf

**Campaign version:** After dealing with Vorka and the ship, the goblins return and meet an elf.

**Official lore (Module 1):** The return after the fireworks retrieval is handled briefly. The module ends with a celebratory feast back at Licktoad Village — Chief Gutwad rewards the PCs, one is

offered marriage to his daughter Gupy Wartbits, and the tribe celebrates. There is no elf encounter on the return journey or at the village in any of the We Be Goblins modules.

**Impact (RESOLVED):** The NPC is **Magical Maggie** (Maggdelena Stackdeck) — a half-elf alchemist traveling merchant with a painted wagon stuck in the mud. She opened with a sales pitch, threw rocks when the goblins had no coin, then bombs. The party killed her and looted the wagon. Her looted map (large red X on Paddlefoot Farm) became the direct hook for the Paddlefoot Farm mission. Source confirmed: We B4 Goblins! (T1). Earlier lore versions incorrectly identified this encounter as Shalelu Andosana — that was an error. Shalelu's first confirmed in-campaign appearance is the Leer session (March 2025).

**Game decision:** Follow campaign version. Magical Maggie is the half-elf NPC encountered on the road after returning from the Cave of Darkfear pre-story quest — BEFORE the Kaijitsu Star mission. Sequence corrected per CD (2026-04-12).

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## [Beat 6] — Village celebration — pig (Squealy Nord) is gone

**Campaign version:** After returning, there is a village celebration and it is discovered that Squealy Nord the pig is missing.

### Official lore:

- **Module 1** ends with a village celebration/feast. Squealy Nord in Module 1 is a hyperactive piglet who lives in a muddy pit at the Licktoad village — he is used for the "Dance with Squealy Nord" dare before the ship mission. He is not described as going missing at the end of Module 1.
- **Module 4 (We B4 Goblins!)**: Squealy Nord first appears at the Paddlefoot Farm as a piglet in the animal pens who "may take a liking to one goblin" and follows the goblins home. This is Module 4's origin of Nord joining the tribe.
- **Module 2 (We Be Goblins Too!)**: Squealy Nord is found captive at Pa Munchmeat's farm (the Munchmeat Farm, area 3 — "Squealy Nord's Prison"), imprisoned in a pig sty under an upturned boat alongside Princess Crackling and Piggy. Pa has been fattening him up for bacon. The goblins rescue him here.
- **Module 5 (We Be Super Goblins!)**: Nord goes missing into the Baglands (a pocket dimension inside a magic bag). He is the central MacGuffin of the whole adventure.

**Conflict:** The campaign's "Squealy Nord is gone after the celebration" most closely echoes Module 5's framing (Nord disappears during a celebration), but in Module 5 that happens much later in the series (the goblins are 6th-level chieftains of the Birdcruncher tribe). In the campaign's sequence this is happening much earlier, after the first ship mission. The campaign appears to use "pig gone"

as a hook to beat 7 (rescuing the pig from a farm), which mirrors Module 2's Squealy Nord at the Munchmeat Farm — but Module 2's pig-gone situation is never framed as discovery after a village celebration; the goblins arrive at the Birdcrunchers already homeless and are immediately told about the ogre problem.

**Impact:** Sequence and context diverge significantly from all modules. The campaign fuses multiple sources into an original flow.

**Game decision:** Follow campaign version. Squealy Nord's absence after the celebration is canon.

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## [Beat 7] — Go to farm elf mentioned — pig in cage — rescue Squealy Nord

**Campaign version:** Magical Maggie's looted map (Beat 5) pointed to Paddlefoot Farm. The goblins go there, find Squealy Nord in a cage, and rescue him.

**Official lore (Module 2):** Squealy Nord IS found captive on a farm — Pa Munchmeat's farm (the Munchmeat Farm). He is in a pig sty (area 3 — "Squealy Nord's Prison") under an upturned boat, chained, and being fattened for slaughter. The goblins rescue him as part of the broader mission to kill/drive off Pa Munchmeat. **However:**

- The farm in Module 2 is an **\*\*ogre druid's farm\*\*** (Pa Munchmeat), not a human or elf farm.
- The campaign's elf from Beat 5 is the one pointing them there — in Module 2, the direction comes from **\*\*Wise Mummy Sprattleharsh\*\*** (goblin adept), who gives the goblins a crude map.
- The farm visit in Module 2 also involves fighting Pa Munchmeat, his daughter Guffy, fire-breathing pigs (Piggy, Princess Crackling), a feral rottweiler, and an owlbear. The campaign version calls this out only as "pig freeing" — suggesting the full farm encounter may come later (Beat 16: Manschmied farm).

**Impact:** Farm location/ownership may differ. In the modules the farm where Nord is caged belongs to an ogre. The campaign version's farm may be distinct from Pa Munchmeat's (see Beat 16 for "Manschmied farm"). This could mean the campaign split the Module 2 farm into two separate locations, The red-X farm on Magical Maggie's map is Paddlefoot Farm (halfling farm, confirmed canon).

**Game decision:** Follow campaign version. Magical Maggie's map pointing to Paddlefoot Farm and the first Squealy Nord rescue are canon.

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# [Beat 8] — Sent to second ship — encounters — find chest and hilt

**Campaign version:** A second ship mission involves encounters, then finding a chest and a sword hilt.

**Official lore:** There is only one ship mission in the We Be Goblins! modules — the Kaijitsu Star in Module 1. No module in the series describes a second ship expedition. The red chest containing fireworks is from Module 1's Vorka's Cabin (Area 6) — it is unlocked and contains fireworks. No sword hilt is mentioned in any module ship content.

**Impact (PARTIALLY RESOLVED):** The second ship and the chest + hilt are confirmed as original GM content from that specific adventure. The hilt contains a rolled paper with text written on it — contents unknown (no party member has read it yet, by choice). The hilt is almost certainly a significant plot item for future sessions. Module source unknown.

**Game decision:** Follow campaign version. Second ship, chest, and hilt are canon.

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# [Beat 9] — Follow skeleton/hero group trail

**Campaign version:** After the second ship, the goblins follow the trail of a skeleton or hero group.

**Official lore:** No module in the We Be Goblins! series involves following a skeleton or adventuring hero group's trail as a structured beat. The closest thematic element is that human adventurers destroyed the Licktoad tribe (mentioned in Module 2's intro and Module 5's backstory), but the goblins never follow their trail in any module.

**Impact:** This beat appears to be original content or sourced from an unextracted adventure (possibly a bridge encounter the GM created, or content from Rise of the Runelords).

**Game decision:** Follow campaign version. Skeleton/hero trail is canon.

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# [Beat 10] — Arrive at burning village — heroes gone — kill skeletons

**Campaign version:** The goblins arrive at a burning village that the hero group has already left; they kill the remaining skeletons.

**Official lore:** No We Be Goblins! module contains this scene. This is consistent with Rise of the Runelords territory (skeletons, burning villages, adventuring heroes), but that AP is not among the extracted sources.

**Impact:** Likely original GM content or from Rise of the Runelords (unextracted). No module conflict can be precisely stated.

**Game decision:** Follow campaign version.

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# [Beat 11] — North to Ashen Rise

**Campaign version:** The goblins travel north to a location called "Ashen Rise."

**Official lore:** "Ashen Rise" does not appear in any extracted module. It is not a named location in We Be Goblins!, We Be Goblins Too!, We Be Goblins Free!, We B4 Goblins!, or We Be Super Goblins!.

**Impact:** Either a GM-created location name, a real location from the Lost Coast/Varisia geography that doesn't appear in the extracted sources, or a name the players gave to a location.

**Game decision:** Follow campaign version. "Ashen Rise" is established as a canon location name.

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# [Beat 12] — Pass Habe's Sanatorium (not entered)

**Campaign version:** The goblins pass Habe's Sanatorium but do not go inside.

**Official lore:** Habe's Sanatorium (Saintly Haven of Respite) is a real location in Rise of the Runelords (Pathfinder Adventure Path), located south of Sandpoint near the Lost Coast. It is run by Dr. Erin Habe and is relevant to the Skinsaw Murders chapter. It does not appear in any We Be

Goblins! module.

**Impact:** The campaign is crossing into Rise of the Runelords geography. The goblins passing it without entering is a GM choice about scope — this is not a conflict with any goblin module (those modules don't reference this location at all), but it does confirm the campaign is using the broader Varisian Lost Coast setting.

**Game decision:** Follow campaign version. Habe's Sanatorium is passed but not entered — this is canon.

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## [Beat 13] — Find Shvub-Mah's ruin above Habe's

**Campaign version:** Above Habe's Sanatorium, the goblins find a ruin called "Shvub-Mah's ruin."

**Official lore:** "Shvub-Mah" does not appear in any extracted module. No ruin above Habe's Sanatorium is described in the We Be Goblins! series.

**Impact:** Likely a GM-created or player-named location. Could be a goblinized name for a real Varisian location.

**Game decision:** Follow campaign version. Shvub-Mah's ruin is canon.

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## [Beat 14] — South between mountains and Devil's Platter — meet Birdcrunchers at river

**Campaign version:** Travelling south between the mountains and Devil's Platter, the goblins meet Birdcruncher goblins at a river.

**Official lore (Module 2):** The Birdcrunchers are encountered when the Licktoad heroes arrive at their cave — described as being in the hills on the western edge of Devil's Platter. The encounter is at or near the Birdcruncher cave, not at a river. The goblins arrive and Wise Mummy Sprattleharsh greets them. There is no river rendezvous.

Module 3 (We Be Goblins Free!) places the Birdcruncher cave "less than a mile southeast of Sandpoint," with the Bestest Truffle Field about a mile northeast near Ravenroost foothills.

**Impact:** The meeting location (river vs. cave) differs from Module 2. The campaign likely reskins the "arrival at the Birdcrunchers" moment as a river encounter. No NPC conflict — Wise Mummy Sprattleharsh is still the probable greeter.

**Game decision:** Follow campaign version. River meeting is canon.

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## [Beat 15] — Go to Birdcruncher territory — challenges and party

**Campaign version:** The goblins enter Birdcruncher territory and participate in challenges and a party.

**Official lore (Module 2):** Closely matches. The Birdcruncher Moot in Module 2 involves three dares to determine chieftainship: Blind Bird Shoot, Stirge Swamp Stomp, and Bird Pie. A feast/party is held both the night of arrival and after the moot. The module specifically frames this as a chieftain-selection process.

**Conflict:** Minor — the challenges in the module are specifically for becoming chieftain of the Birdcrunchers. The campaign version does not explicitly frame the goblins as becoming chieftains here, since they are already from the Licktoad tribe and the sequence is different. Depending on the CD's intent, the goblins may or may not become Birdcruncher chieftains at this point.

**Game decision:** Follow campaign version. Challenges and party are canon.

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## [Beat 16] — Sent to Manschmied farm — stealth, pig freeing, some already dead

**Campaign version:** The goblins are sent to a farm called "Manschmied farm" — they use stealth, free some pigs, and find some inhabitants already dead.

**Official lore (Module 2):** The farm mission targets **Pa Munchmeat's farm** (referred to as "Munchmeat Farm"). The name "Manschmied" does not appear in any extracted module. Pa

Munchmeat's farm contains:

- Fire-breathing pigs (Piggy, Princess Crackling)
- Squealy Nord caged under an upturned boat
- Pa Munchmeat (ogre druid)
- Guffy (ogrekin daughter)
- A feral rottweiler
- An owlbear under the house

The module does not describe any inhabitants as "already dead" on arrival — the farm is fully occupied and active. Stealth IS a viable approach (the module notes the PCs have plenty of opportunity to sneak around).

**Impact:** Two possible conflicts: (1) The farm name "Manschmied" vs. "Munchmeat" — either a different farm entirely or a name change. (2) "Some already dead" is not in the module — this is original play content, possibly the result of in-game events.

**Game decision:** Follow campaign version. "Manschmied farm," stealth approach, and already-dead inhabitants are canon.

---

## [Beat 17] — Follow tracks — dead spider — mountain — cave with two pillars

**Campaign version:** Tracks lead to a dead spider, then a mountain, then a cave with two pillars.

**Official lore (Module 5 — We Be Super Goblins!):** Module 5's inciting incident involves the magic bag (the Baglands), not a cave with pillars. There is a cave complex inside the Baglands (Golbert Cave, areas E1-E3) but it is described as a "practice dungeon" with bat swarms, a pit trap, and a lair — not a two-pillar entrance. No dead spider or mountain appears in this context.

In none of the We Be Goblins! modules does a "dead spider + mountain + cave with two pillars" sequence appear as a structured encounter chain.

**Impact:** This beat appears to be original GM content or sourced from an unextracted adventure. The two pillars suggest a specific physical location that may have significance later (the transport device in Beat 18).

**Game decision:** Follow campaign version.

# [Beat 18] — Spider encounter inside — device transports party to astral plane

**Campaign version:** Inside the cave, there is a spider encounter, then a device transports the whole party to the astral plane.

**Official lore (Module 5):** Module 5 involves entry into a pocket demiplane (the Baglands — interior of a bag of holding), not the astral plane. The entry method is falling into the bag, not activation of a device. The Baglands has morphic/chaos-aligned planar traits and flows at roughly 1 week inside per day. Exiting involves golden shears to pierce the bag walls, which dumps the pocket dimension "into the Astral Plane" — but the adventure itself takes place inside the bag, not on the astral plane itself.

## Conflicts:

- 1. Astral plane vs. Baglands demiplane:** The campaign names the destination "the astral plane." The module sends the goblins into a bag of holding's interior demiplane (the Baglands). When the golden shears cut the bag, the read-aloud text describes the Astral Plane as visible beyond the newly-opened wall — but that is an exit destination, not where the adventure takes place.
- 2. Device vs. falling:** The module's entry is accidental (goblins fall into the bag). The campaign has a device that actively transports the party.
- 3. Location:** The module's entry point is in the Birdcruncher village after a drunken celebration; the campaign places it in a cave with two pillars.

**Impact (RESOLVED):** Confirmed original content — Module 5 was NOT played. The sequence is entirely GM-created:

1. Activate device in spider cave (2nd level of the cave/tower)
2. Enter the other plane → tower door → step onto clouds
3. Step off clouds → float weightlessly above the world
4. Wake up / arrive in Nettlewood jungle
5. Rrrahah Bäähh dreams during the transit

No Module 5 NPCs (Golbert, scavengers, King of Hammers, razorback dragon) exist in the campaign. Squealy Nord did NOT transform. This is a brief atmospheric transit corridor, not a full

planar adventure.

**Game decision:** Follow campaign version. The astral sequence is original GM content.

---

## [Beat 19] — Astral plane — cloud tower — float through — Rrrahah Bäähh dreams

**Campaign version:** On the astral plane there is a cloud tower, the party floats through it, and a character named (or nicknamed) "Rrrahah Bäähh" has dreams.

**Official lore (Module 5):** The Baglands interior contains: a lake, forests, castle ruins (Golbert Castle), a crooked house (the Crooked House), a tower (Golbert Tower, 50 feet tall, formerly Boss Sparrow's roost), and a cave complex. The tower is not a cloud tower — it is a stone tower Golbert painted one story at a time, now inhabited by yeth hounds. There is no floating mechanic inside the Baglands other than constant feather fall (no damage from falls), and the Boss Sparrow encounter involves flying, not floating through a tower.

"Rrrahah Bäähh" does not appear in any extracted module. This appears to be a player character name or an in-game persona.

**Impact:** The cloud tower and floating mechanic diverge from Module 5's Golbert Tower. Either the campaign is using an original astral plane setting (not the Baglands at all), or the Golbert Tower was significantly reskinned for this play group. "Rrrahah Bäähh" is an original character name with no module counterpart.

**Game decision:** Follow campaign version. Cloud tower, floating mechanic, and Rrrahah Bäähh are canon.

---

## [Beat 20] — Emerge into Nettlewood jungle

**Campaign version:** The party emerges from the planar excursion into somewhere called the "Nettlewood jungle."

**Official lore (Module 5):** Exiting the Baglands via golden shears opens into the Astral Plane (read-aloud: "a swirling, sparkling void... rivers and stones drift through the sky, alien creatures flap through the floating landscape"). The alternative exit (Squealy Nord as razorback dragon) carries the goblins up and out through the bag's mouth. Neither exit leads to a jungle. The Lost Coast near Sandpoint is not described as jungle terrain in any module.

"Nettlewood" is a real location in the Pathfinder campaign setting — it is the forest north of Thistletop, relevant to Rise of the Runelords (the goblin stronghold of Thistletop is accessible via Nettlewood). This location is not in any We Be Goblins! module but is directly relevant to Thistletop (Beats 21–30).

**Impact:** The campaign uses "Nettlewood jungle" as the emergence point, positioning the goblins near Thistletop for the second half. Geographically correct — Nettlewood is the forest directly north of Thistletop. The term "jungle" is a CD flourish: **confirmed from RotR source**, Nettlewood is dense coastal forest of tangled briars, thorns, and nettles (some patches 20 feet high), not a jungle. Our game can use the dense, overgrown briar-forest aesthetic while keeping the CD's "jungle" flavor description.

**Game decision:** Follow campaign version. Nettlewood as the emergence point is canon.

---

## [Beat 21] — Thistletop first assault — sneak, kill some, retreat

**Campaign version:** First assault on Thistletop: the goblins sneak in, kill some enemies, and retreat.

**Official lore:** Thistletop appears in Rise of the Runelords (Burnt Offerings), not in any We Be Goblins! module. It is the goblin stronghold led by Chief Ripnugget of the Thistletop tribe, allied with Nualia. It is a two-part dungeon: a surface level (the Thistletop plateau accessed via rope bridge over sea cliffs) and an underground dungeon below. The extracted sources do not include Rise of the Runelords, so specific module conflicts cannot be confirmed, but the general structure is consistent with the known setting.

**Impact:** No extracted module covers Thistletop content. The campaign sequence from Beats 21–30 cannot be checked against source text. These beats are noted as requiring a Rise of the Runelords source extraction to fully verify.

**Game decision:** Follow campaign version.

---

## [Beat 22] — Second assault — free Birdcruncher prisoners, retreat

**Campaign version:** Second Thistletop assault: Birdcruncher goblin prisoners are freed, then another retreat.

**Official lore:** Thistletop in Rise of the Runelords does hold prisoners, but they are not specifically identified as Birdcruncher goblins in the published source (the Thistletop dungeon has a prisoner — Shadowmist the horse and possibly others — but not Birdcrunchers by name). No We Be Goblins! module contains Birdcruncher prisoners at Thistletop.

**Impact:** Birdcruncher prisoners at Thistletop appear to be original content or GM additions, giving the player-tribe a personal stake in the dungeon.

**Game decision:** Follow campaign version. Birdcruncher prisoners are canon.

---

## [Beat 23] — Meet helpful NPC on return

**Campaign version:** On the way back from the second Thistletop assault, the goblins meet a helpful NPC.

**Official lore:** No extracted module places a helpful NPC on the road back from Thistletop in a goblin campaign context.

**Impact:** Original GM content or a reskinned module NPC. Identity unknown from available sources.

**Game decision:** Follow campaign version.

---

## [Beat 24] — Sea caves from south — kill weresealion — find treasure

**Campaign version:** Approaching Thistletop from the south via sea caves, the goblins kill a weresealion and find treasure.

**Official lore (Rise of the Runelords — CONFIRMED):** Thistletop's sea caves (C25–C27) are confirmed in the source. The guardian is a **bunyip** (CR 3 aquatic predator, area C27). The goblins

above use the Howling Hole (C2) to drop prisoners into the bunyip's lair. No weresealion exists anywhere in the Thistletop source.

**Impact (RESOLVED):** Confirmed from session notes as "**Wereseal**" (not weresealion). Not a published Pathfinder creature. Pure GM homebrew. The canonical module creature is a bunyip — the campaign replaced it with an original wereseal.

**Game decision:** Follow campaign version. Weresealion is canon.

---

## [Beat 25] — Cross to Thistletop island via bridge

**Campaign version:** The goblins cross to the Thistletop island via a bridge.

**Official lore (Rise of the Runelords):** This matches the published Thistletop geography exactly. Thistletop is an island connected to the Nettlewood cliffs by a rope bridge. Crossing the bridge is the standard approach in the module. No conflict.

**Game decision:** Campaign matches known source geography.

---

## [Beat 26] — Storm roof, enter interior

**Campaign version:** The goblins storm the roof of Thistletop and enter the interior.

**Official lore:** Thistletop has a surface level (the plateau/compound with Ripnugget's goblin tribe) and the dungeon below. The "roof" here likely refers to the surface compound. This is consistent with the published module's layout. No specific conflict, though the extracted sources don't include Rise of the Runelords for detailed comparison.

**Game decision:** Follow campaign version.

---

## [Beat 27] — Climbing encounter with human/orc figure

**Campaign version:** While climbing somewhere inside Thistletop, the goblins encounter a human or orc figure.

**Official lore:** Several human and half-orc NPCs appear in Thistletop in Rise of the Runelords (Nualia is a half-angel aasimar; Tsuto Kaijitsu is a half-elf; various human cultists and mercenaries are present). No specific climbing encounter with a human/orc is a named set piece in the extracted sources.

**Impact:** Cannot confirm against unextracted Rise of the Runelords source. May match a specific NPC encounter.

**Game decision:** Follow campaign version.

---

## [Beat 28] — Down via toilet shaft

**Campaign version:** The goblins descend into the dungeon level via a toilet shaft.

**Official lore (Rise of the Runelords):** Thistletop does have a privy/latrine that connects between levels — this is a known feature of the published dungeon and is consistent with player accounts of the module. This appears to match the source. No conflict.

**Game decision:** Campaign matches known source geography.

---

## [Beat 29] — Dungeon — NPC prisoner + bears in cages — free the NPC

**Campaign version:** In the dungeon, there is an NPC prisoner and bears in cages; the goblins free the prisoner.

**Official lore (Rise of the Runelords — CONFIRMED):** Full Thistletop dungeon now extracted. Caged creatures on the surface: **rabbits** (C17, food storage) and **Shadowmist** the warhorse (C18). In the dungeon: **goblin nursery cages** (D3, empty), **prison cells** (D8–D9). No bears anywhere in the dungeon or compound. The potential prisoner in D9 is **Ameiko Kaijitsu** — a half-elf innkeeper from Sandpoint, captured by her half-elf brother Tsuto and brought here. She would be unconscious, badly wounded, distraught about her brother's betrayal.

**Impact:** Bears are confirmed GM original content — not in the published dungeon. The freed NPC prisoner matches **Ameiko Kaijitsu** exactly: a person (not a monster) in the wrong place through

someone else's choices (her brother). She owes the party for freeing her.

**Game decision:** Follow campaign version. Bears and freed NPC are canon.

---

## [Beat 30] — Temple of Lamashtu — final encounter

**Campaign version:** The final encounter takes place in a Temple of Lamashtu.

**Official lore (Rise of the Runelords):** Thistletop's dungeon does contain a shrine/temple to Lamashtu — the demon goddess of monsters and goblins. This is consistent with published material. Nualia, the main antagonist of *Burnt Offerings*, is a devotee of Lamashtu. The final confrontation in the Thistletop dungeon (in the published module) involves Nualia herself in or near Lamashtu's shrine. This is one of the more accurate matches between the campaign sequence and a known source.

**Impact:** No conflict — this is consistent with *Rise of the Runelords*.

**Game decision:** Campaign matches known source.

---

## Summary: Unmatched Content (No Known Module Source)

The following campaign elements do not appear in any of the five extracted *We Be Goblins!* modules and cannot be sourced:

- Beat 5 — The half-elf NPC:** RESOLVED — **Magical Maggie** (Magdalena Stackdeck), half-elf alchemist traveling merchant. Killed by the party on the road after returning from the Cave of Darkfear — before the first shipwreck mission (Kaijitsu Star). Sequence corrected per CD (2026-04-12). Her looted map (red X on Paddlefoot Farm) was the hook for the Paddlefoot Farm mission. Source: *We B4 Goblins!* (T1). Earlier versions incorrectly named Shalelu Andosana — corrected.
- Beat 8 — The second ship:** No second ship mission exists in any extracted module. Could be a GM-created expedition or may connect to the Jade Regent Adventure Path hooks embedded in Module 1 (the ivory fan with a Brinestump map).

3. **Beat 8 — The sword hilt:** Not found in any extracted module. May be a custom plot item or from the Jade Regent AP.
4. **Beats 9-10 — Skeleton/hero trail and burning village:** Skeleton enemies and pursuing a hero group's trail is consistent with Rise of the Runelords themes but not present in the We Be Goblins! series.
5. **Beats 11-13 — Ashen Rise, Shvub-Mah's ruin:** These location names appear nowhere in the extracted modules. Either GM-created or local names the players assigned.
6. **Beat 16 — "Manschmied farm":** The name "Manschmied" does not appear in any module. May be a renaming of Pa Munchmeat's farm, or a separate original location.
7. **Beats 17-19 — Cave with two pillars, transport device, astral plane, cloud tower, Rrrahah Bäähh:** None of these elements match Module 5's Baglands exactly, though there is thematic overlap. Either a heavily reskinned version of Module 5 or fully original content.
8. **Beat 22 — Birdcruncher prisoners at Thistletop:** Not described in the We Be Goblins! modules (Thistletop not covered) and not a standard feature of the published Rise of the Runelords encounter as documented in available lore.
9. **Beat 23 — Helpful NPC on return from Thistletop:** No source identified.
10. **Beat 24 — Weresealion:** Not a creature in any extracted source. Original GM content or from an unextracted supplement.
11. **Beat 29 — Bears in cages:** CONFIRMED original GM content. No bears exist anywhere in published Thistletop (caged creatures are rabbits, a horse, and empty nursery cages). Bears are a GM addition.

---

## Notes on Module Coverage Gaps

- **\*\*Rise of the Runelords (Burnt Offerings)\*\*** is the source for Thistletop (Beats 21-30) but has not been extracted. Many Beat 21-30 conflicts cannot be fully assessed without it.
- **\*\*We Be Goblins Too! and We Be Goblins!\*\*** were available only as raw PDF-extracted .txt files with significant formatting noise. All content was confirmed through careful reading but processed .md versions do not yet exist.
- **\*\*We Be Goblins! (Module 1)\*\*** is confirmed: ship = Kaijitsu Star, spider = Lotslegs, Vorka = goblin druid CR 2, horse = Stomp.
- **\*\*We Be Goblins Too! (Module 2):\*\*** Squealy Nord is at the Munchmeat Farm; rescue happens as part of defeating Pa Munchmeat (ogre druid).
- **\*\*Licktoad Village geography (CONFIRMED):\*\*** Located **\*\*southwest\*\*** of Sandpoint inside Brinestump Marsh. Module 1's "south" is imprecise; "southwest" is the canonical direction

per PathfinderWiki.

- **Birdcruncher cave geography (CONFIRMED):** Located **southeast** of Sandpoint, in hills on the western edge of Devil's Platter. Module 2's "east" and Module 5's "south" are errors; Module 3's "southeast" is correct per PathfinderWiki.
- **Weresealion (Beat 24, CONFIRMED):** Not a Pathfinder creature. Pure GM homebrew — no official stat block exists in any Paizo publication.

# Part I — Scenes

The game narrative, scene by scene

# Scene 1: The Cage

## Scene 01 — The Cage

---

### SITUATION

*A whelping cage. Brinestump Marsh, southwest of Sandpoint. Night, or close enough to it that the difference doesn't matter inside a cage.*

---

### NARRATION

Dark in here. Wet. The smell is mostly each other.

Eight goblins crammed into a whelping enclosure — the Licktoad tribe's holding pen for young who haven't proven anything yet. The bars are close. The marsh presses in from every direction. Outside, torchlight and the low noise of a village that has decided tonight is significant.

Inside the cage: eight goblins who have not been told what happens next, only that something does.

---

[BEAT: the eight, in darkness]

---

### NARRATION

Bubble Bomb's vials tick against the iron bars every time she shifts. She shifts a lot.

Rrrahah Bäähh mutters under his breath — prayers, or something in that direction. Whatever god takes Razortooth clerics, it's listening, or it isn't, and either way the teeth are still enormous.

Sneaky Scorch watches. Doesn't touch anything. Not yet.

Screech Sagg hums something. It is almost a song.

Shvub-Mah has already clocked the latch — distance, mechanism, the exact angle of the thing. He's not going to use this information. He just needs to have it.

Frizzel Brizzel counts the gaps in the cage wall. Also the shadows beyond them. Also what moves in the shadows.

Uhuhh Shehee is vibrating. There is no other word for it. She is very still and completely taut and vibrating.

Wee Goo is sitting on someone.

---

[BEAT: the dares begin]

---

## **NARRATION**

Chief Rendwattle Gutwad does not come to the cage. Gutwad does not come anywhere — the Teeter Chair is six feet off the ground and he is not a small goblin. His advisor Slorb comes instead, nasal voice carrying over the marsh noise, overdressed for the occasion, important in the way that people are important when someone else is powerful.

The Licktoad tribe has decided these eight need proving. So there are dares.

There are always dares.

*[GAMEPLAY: The dare challenges play out here. Each dare is a discrete challenge for the player. Outcome: all eight are declared worthy.]*

One dare is confirmed: a course of wooden pillars driven into the marsh mud, spaced for jumping. The goblins must hop the full run without touching the water. The pillars are uneven. Some wobble. The marsh beneath them is not friendly.

---

[BEAT: the cage opens]

---

## **NARRATION**

The latch moves.

Light hits the cage — torchlight and marsh dark, which is its own kind of murk, but it is not the inside of a cage and that distinction is everything.

The tribe is there. Every goblin who lives in Licktoad village, which is not a large number, but they are loud and they are close and they are looking at the eight with the specific expression of a group that has decided to be impressed.

Slorb speaks. The words are Gutwad's words, officially, because Gutwad's words are too powerful for lesser goblins to hear directly. This is the story. The story doesn't hold up if you look at the Teeter Chair situation, but goblins are not a people who look too hard at structural logic.

The declaration goes out.

---

[BEAT: the declaration]

---

## **NARRATION**

Heroes of the Licktoad tribe.

Eight of them. These eight. Whether the tribe wanted heroes or not is not a question anyone thought to ask. The cage is open and they are standing in front of a crowd that is cheering, and Gutwad is on his chair looking like he had planned all of this, and the marsh is dark and loud around all of it.

Bubble Bomb's vials stop rattling — she went still when the light hit.

Rrrahah Bäähh's prayer ends mid-word.

Sneaky Scorch looks at everything he didn't touch in the cage and calculates what he can touch now.

Screech Sagg's hum becomes something that might be remembered later.

Shvub-Mah notes that the latch works exactly like he thought it did.

Frizzel Brizzel shifts his count from cage gaps to crowd positions.

Uhuhh Shehee stops vibrating.

Wee Goo gets off whoever he was sitting on.

---

[BEAT: the mission]

---

## **NARRATION**

Then Slorb says there's a ship.

A ship, run aground in Brinestump Marsh. The tribe wants to know what's on it. Simple. Go find out. Bring back whatever matters.

The crowd cheers this too. The crowd will cheer anything tonight.

The eight look at the marsh. The marsh looks back — dark water, denser dark beyond it, the specific silence of a place that has things in it.

They've been declared heroes.

Might as well start.

---

[END OF SCENE — transitions to: Brinestump Marsh approach]

---

# Scene Notes for Downstream Agents

## **Art Director:**

- Opening image: cage bars in close foreground, eight distinct silhouettes packed inside, torchlight leaking in from outside. Dark and compressed. The vials at the bars are a detail worth keeping.
- The cage opening: light expansion — darkness to torchlight-and-marsh. The crowd visible as shapes at first.
- Chief Gutwad on the Teeter Chair is a strong visual anchor: obese goblin, six feet off the ground, trophy-laden Moot House behind him. Slorb at his side, overdressed.
- Tone reference: the goblins are not cute. They are feral, crouched, sharp. The crowd is the same.

## **Composer:**

- Pre-opening: close, damp, low. The vial-ticking and the hum of Screech Sagg are the only sounds.
- Dare sequence: escalating tension with comedic register — chaos, not dread.
- Cage opening: the shift from confinement to noise and crowd. Should feel like pressure releasing into noise, not triumph.

- Declaration beat: a single comic-absurd swell. Not heroic — the joke is that it lands like heroic.
- Mission assignment: the marsh sound returns underneath. Something larger than the celebration starting underneath the noise.

### **Game Designer:**

- The dare sequence is a gameplay block — this scene hands off to mechanics at [GAMEPLAY: The dare challenges play out here] and resumes at [BEAT: cage opens].
- Scene opens and closes the narrative frame for the tutorial/prologue level.
- Characters are introduced here via their opening actions — these are player-facing establishing beats, not cutscene-only information.
- Slorb and Gutwad are the quest-givers for Act 1.

# Scene 2: Brinestump

## Scene 02 — Brinestump

---

### SITUATION

*Brinestump Marsh. Southwest of Sandpoint. The Licktoad village is behind them. The ship is somewhere ahead.*

---

### NARRATION

The village celebration noise drops away fast. Marsh absorbs sound that way — one moment there are torches and cheering, the next there is mud and the smell of standing water and the dark pressing in from every direction.

Eight goblins. One direction: forward.

The path to the shipwreck runs along the south bank of a creek. One mile, roughly. An hour, if nothing happens.

Nothing in Brinestump is interested in letting nothing happen.

---

[BEAT: departure — village behind them, marsh ahead]

---

### NARRATION

The route is known in the broad sense: follow the creek, find the coast, find the ship. The details are the problem. Brinestump's details are: knee-deep water where the ground pretends to be solid, trees that close overhead until the sky is just a suggestion, and the specific quality of silence that means something heard you first.

Sneaky Scorch moves differently out here. Less waiting, more watching.

Frizzel Brizzel ranges ahead — close enough to stay in contact, far enough to be useful.

Bubble Bomb's vials have stopped rattling. She's holding them still by hand.

---

[BEAT: the marsh, moving through it]

---

*[GAMEPLAY: Marsh approach traversal. Environmental hazards and navigation to the spider encounter.]*

---

## **NARRATION**

Halfway to the coast, the treetops stop being just treetops.

Something very large has built a home up there — a deadfall of old trees 200 feet south of the creek, webbing thick enough to hold weight that isn't supposed to be held. Things wrapped and hanging. Some of the things are goblin-shaped.

She comes down when she is ready.

Her name, if spiders have names and this one definitely has a name, is Lotslegs Eat Goblin Babies Many.

She has opinions about goblins using this path.

---

[BEAT: the spider descends]

---

*[GAMEPLAY: Lotslegs Eat Goblin Babies Many encounter. Giant spider, CR 1. Her lair — the deadfall, 200 feet south of the creek — contains wrapped bodies and salvageable valuables.]*

---

## **NARRATION**

Shvub-Mah moves through the fight the way he moves through everything: with an awareness of exactly where the floor is and exactly how far each leap carries. The spider loses track of him once.

That is the last mistake she makes.

Bubble Bomb contributes something that explodes. This is also true of most situations.

The spider loses.

---

[BEAT: Lotslegs dead — the deadfall lair visible]

---

*[GAMEPLAY: Optional — search the lair. Wrapped bodies, valuables.]*

---

## **NARRATION**

The creek continues. So do they.

The next problem is the water.

The creek, which was a creek, has widened into something that doesn't have a convenient name and requires a decision. The current is present. The bottom, where there is one, is not visible. Going around would add time and marsh the route doesn't provide a good way around.

Rrrahah Bäähh is in the water first. This is how it goes.

---

[BEAT: the river crossing]

---

*[GAMEPLAY: River crossing — skill checks. Rrrahah Bäähh assists another character. Someone nearly drowns. Not a fight — navigation.]*

---

## **NARRATION**

Everyone gets across.

Getting across is not the same as getting across cleanly. The marsh notes the difference.

Then the crocodile.

The crocodile does not ask questions or announce itself. It is simply present and interested, and then it is a fight, in brown water, with the mud giving way underfoot at the worst possible moments.

---

[BEAT: crocodile]

---

*[GAMEPLAY: Crocodile encounter. In-water or shoreline. Original campaign content — no module source.]*

---

## **NARRATION**

The crocodile also loses.

At some point, the marsh opens up. The trees pull back. The ground goes from mud to sand and the smell changes — salt instead of rot, open instead of closed. The coast.

The ship is out there somewhere. The sun is gone.

---

[BEAT: emerging onto the coast — dark, open, the sea ahead]

---

## **NARRATION**

They make camp on the beach.

No walls. No roof. The dark off the water moves in a way that marsh dark doesn't. Out here things come from the open rather than from behind trees, which is a different kind of problem.

They post no real watch. This is consistent with being goblins.

Things come out of the dark anyway.

By morning all eight are still present.

This counts.

---

[BEAT: night camp — morning]

---

*[GAMEPLAY: Beach camp — night encounter(s). Original campaign content. Scope and number of encounters at Game Designer's discretion. Scene hands off here. The ship is the next scene.]*

---

[END OF SCENE — transitions to: the Kaijitsu Star]

---

# Scene Notes for Downstream Agents

## **Art Director:**

- Departure beat: the village torchlight behind them, swallowed by marsh within a few steps. The transition from warm light to wet dark should happen fast — one image does it.
- The spider: treetop web silhouette visible before she descends. The wrapped hanging shapes in the trees read before the spider does. Her lair, the deadfall, is a pile of old timber and web 200 feet south of the creek.
- River crossing: brown water, no visible bottom, eight goblins at various stages of crossing. Rrrahah Bäähh's teeth and size are visible in the water. This is ugly movement, not graceful.
- Crocodile: it arrives from below, not from the bank. The water and footing are part of the fight.
- Beach emergence: hard tonal shift — open sky, sand, the sea visible for the first time. The compressed marsh dark gives way to open coastal dark. It should feel like breathing out.
- Night camp: figures on sand, nothing around them, the sea at one edge and open dark everywhere else. The things that come out of the dark are silhouettes first.

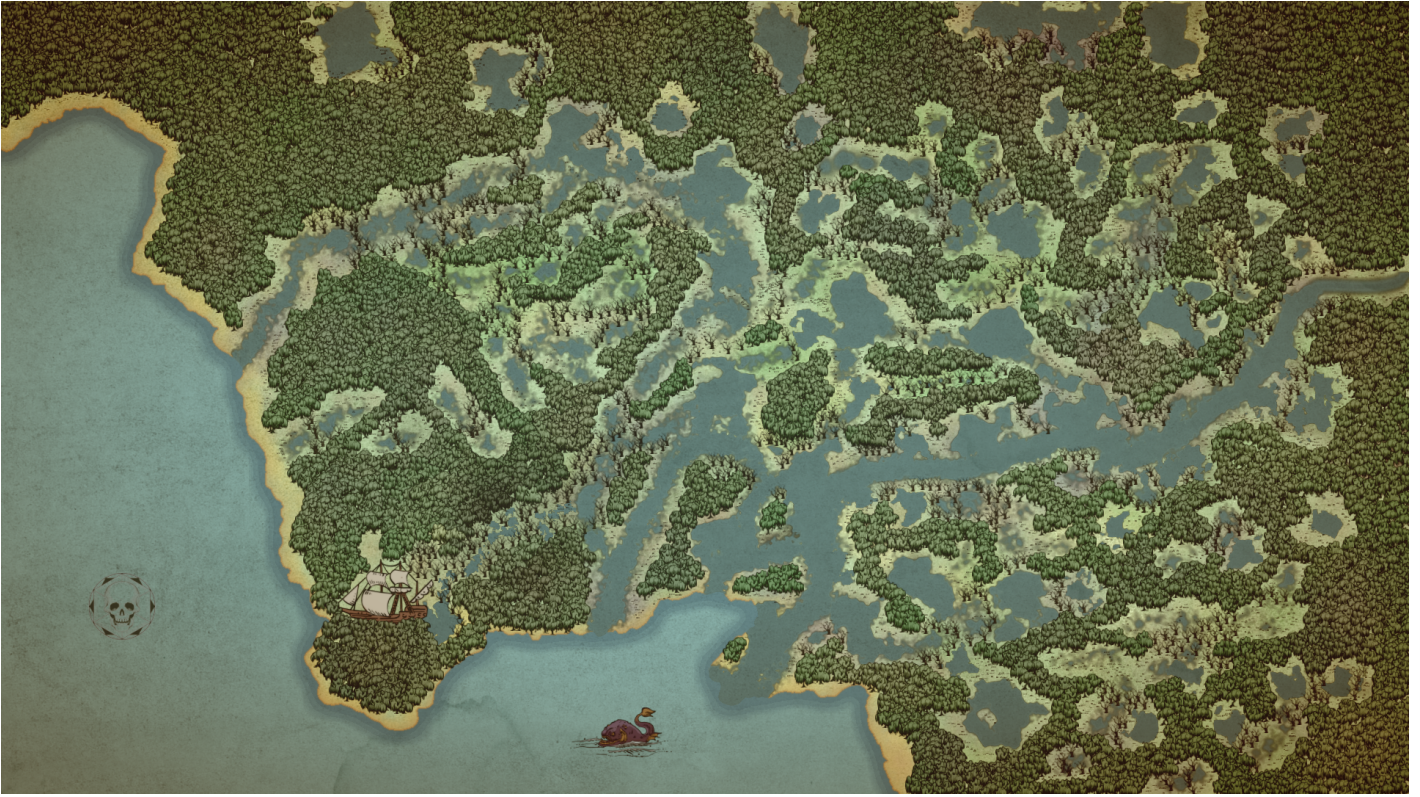
## **Composer:**

- Marsh traversal: low, wet, ambient. Rhythm underneath rather than melody. Tension that does not resolve.
- Spider arrival: sudden, not telegraphed. She comes down fast. The music should match — no build, just presence.
- Spider fight: chaotic, brief, resolved. The explosion moment (Bubble Bomb) has a comedic spike.
- River crossing: slower, effortful. The near-drowning moment should pull the tension out of comedic register into something briefly real.
- Crocodile: back to chaos. Water sounds physically present in the mix.
- Beach emergence: tonal release. First open air, first sea sound. The relief doesn't last.
- Night camp: sparse, coastal, wide. The camp fire small in a lot of dark. Whatever comes out of the dark — the music knows before the goblins do.

## Game Designer:

- This scene contains three encounter slots: spider, river crossing, crocodile. Each is a discrete gameplay beat with a narration frame before and after.
- The spider lair is an optional exploration beat — flagged for loot if the player chooses to search.
- River crossing is a non-combat skill challenge, not a fight. Rrrahah Bäähh's assist mechanic should have a narrative hook here (he saves someone).
- The beach camp is an open encounter block — number and type of night encounters are Game Designer's call. Scene hands off fully at that point.
- Pacing note: three encounters in one traversal scene is the maximum before it feels like a slog. If the beach camp runs long, consider treating it as its own scene.
- The spider's name (Lotslegs Eat Goblin Babies Many) should appear somewhere the player can read it — enemy nameplate, bestiary entry, something. It is too good to leave in the background.

# Scene 3: The Ship



*The shipwreck in Brinestump Marsh*

## Scene 03 — The Kaijitsu Star

---

### SITUATION

\*The coast. Dawn. The beach camp is behind them. Somewhere ahead, in a shallow swamp pool where the marsh meets the sea, a two-masted ship has been stuck in the mud for decades. They can smell it before they can see it.\*

---

### NARRATION

The ship sits in its pool like something that gave up a long time ago and made peace with that decision.

Two masts, both still standing, which is surprising. The hull has gone the color of the marsh — dark and soft at the waterline, held up by mud as much as its own structure. The name on the bow is written in a script none of the eight can read.

It doesn't matter. They didn't come here to read.

They came here for whatever's inside.

---

[BEAT: first sight — the Kaijitsu Star, still and rotting in its swamp pool]

---

#### **NARRATION**

The horse sees them first.

It's in a fenced yard built off the ship's side — a full-grown stallion, dark gray, with the filthy look of an animal that has been here too long and knows it. It is not pleased about visitors.

Neither, presumably, is whoever built the fence. The horse belongs here — part of the same arrangement that put a dog named Cuddles in the galley.

---

[BEAT: the yard and Stomp — something is living here]

---

\*[GAMEPLAY: Approach — the yard, the horse Stomp. The ship's condition, the entry points. Fenced pen with a gray stallion. Boarding the ship requires dealing with or bypassing the yard. Dogs chained to the masts — Scabtongue and Tickletooth, half-starved, feral. The galley holds a third dog (Cuddles, larger, worse). Each disturbance increases the chance that what's sleeping

inside wakes up.]\*

---

## **NARRATION**

The horse dies first.

This is how it goes in goblin stories involving horses, and they all involve horses, and the horse always dies first.

The ship makes no sound.

---

[BEAT: the horse is down — the ship is quiet — for now]

---

## **NARRATION**

Below decks: the smell of old wood, old water, and something that has been cooking things for a long time and not always waiting for them to stop moving.

The ship has been occupied. The evidence is everywhere — bones arranged with opinion, scraps of cloth that were once people's clothing, a cauldron with ongoing projects. Someone lives here. Someone with a large mouth and smaller ideas about whose food is whose.

Among the bones: the remains of **Scribbleface** — a goblin outcast who had been banished from the Licktoad tribe for the crime of reading and writing. He came here. He did not leave.

Her name is Vorka.

The tribe knows the name. Every Licktoad goblin knows the name, which is why none of them were keen to volunteer for this particular mission. Vorka was Licktoad, once — the wife of a former chief. She ate him. Then a few more. Then the tribe threw her out, which was honestly the minimum response. She came here. She has been eating things that come to her ever since.

She is asleep when they find her.

---

[BEAT: the ship's interior — the cauldron, the evidence, the sleeping Vorka]

---

\*[GAMEPLAY: The ship interior — Vorka's lair across several areas. She is asleep; each encounter above decks (dogs, disturbances, noise) adds cumulative chance of her waking. Lord Longtung — her giant frog companion — patrols the lower areas. Vorka's cabin holds the red chest. She wakes, prepares (barkskin potion), and then the encounter begins. She does not retreat.]\*

---

#### **NARRATION**

She is awake.

She has a great many opinions about what she plans to do with specific parts of specific goblins, expressed at volume and with culinary specificity.

The eight have opinions back.

---

[BEAT: Vorka awake — the conversation before it stops being a conversation]

---

\*[GAMEPLAY: The Vorka encounter. Druid 3. Lord Longtung in melee. Her spells include produce flame, summon swarm, charm animal. Will not flee. Fights until one of them doesn't.]\*

---

#### **NARRATION**

Vorka loses.

She said a lot on the way down. None of it helped.

Lord Longtung, whose loyalty was real if nothing else was, flees into the marsh when it's done.

What's left of Vorka stays with the ship.

---

[BEAT: Vorka dead — Lord Longtung gone into the marsh]

---

## **NARRATION**

The red chest is in the cabin.

It isn't locked. This is either a sign of confidence or a sign that no one has ever made it this far alive. The eight open it and find: fireworks.

Fourteen Desnan candles. Twenty paper candles. Seven skyrockets.

This is exactly what the Licktoad tribe sent them for. The chief wanted fireworks. Here are fireworks. Mission status: complete.

Screech Sagg looks at the skyrockets the way someone else might look at a sword.

---

[BEAT: the red chest — the fireworks cache — the mission objective, found]

---

\*[GAMEPLAY: Loot the ship. The red chest (fireworks: 14 Desnan candles, 20 paper candles, 7 skyrockets) is the primary objective. Optional: ivory fan with crude map on reverse found in the cabin — no goblin can read the script. Its significance is not yet apparent. Player may take or leave it.]\*

---

## **NARRATION**

They take what matters and leave the rest.

The ship doesn't care. The ship is going to be here when they're dead.

---

[BEAT: leaving the ship — the marsh, the route back]

---

## **NARRATION**

The marsh is the same going back. It doesn't hold grudges or offer easier passage as a reward for completing a mission. The same mud. The same roots.

The same quality of silence that means something noticed you.

[END OF SCENE — transitions to: Licktoad Village celebration / Part 2 opening]

---

# Scene Notes for Downstream Agents

## **Art Director:**

- First sight: the ship in its pool, shot from the beach side. Two masts visible above the marsh treeline first — the ship reveals slowly. The pool is shallow; the hull is half-buried in mud. Rot and age are the dominant visual, but the structure holds. It is bigger than goblins expect things to be.
- The fenced yard and Stomp: a dark gray horse against rotting wood. The fence is crude, goblin-built. The chained dogs at the masts are visible as shapes before they're audible.
- Below decks: cramped, dark, amber lantern light if any. The cauldron is the focal point — large, in use. Bones arranged with intention, not scattered. Vorka's trophies (scraps of cloth from victims) visible on her person and on the walls.
- Vorka herself: oversized mouth even by goblin standards, filed teeth, floppy leather hat stolen from a human and crudely resized. She is not small. She reads as dangerous before she reads as funny, even if the overall register is comedic.
- The red chest: unlocked, plain. The fireworks inside are the first genuinely bright color in the scene — Desnan candles, paper tubes, skyrockets. Brief color in a dark environment.

## **Composer:**

- Approach to the ship: low ambient, the marsh sound continuing. A new texture underneath — something old and still. The ship has its own acoustic quality: water sounds, creaking wood, nothing moving.
- The yard and dogs: tension without resolution. Brief bursts of noise (horse, dogs) that spike and drop. The cumulative-disturbance structure should have a musical equivalent — each incident adds a layer that doesn't fully resolve.
- Below decks: the smell of the place should have a sonic equivalent. Close, layered, old. The cauldron drip. The comic register of the lore drop (Vorka's backstory) can sit on top of something that stays unsettling.
- Vorka awake: sudden shift. She talks before she fights — this is a comedic beat, the specificity of her threats ("those ears might taste fine stuffed with eyes"). Music can play this as absurd without undercutting what follows.
- The fight: chaotic, close quarters, tight spaces. Lord Longtung's tongue range (15 feet) should have an audio presence.
- The chest opening: a release. The fireworks cache is the payoff. Brief, bright, almost a fanfare — but comedy-register, not triumph.

### **Game Designer:**

- This scene contains one primary encounter zone: Vorka's lair (multi-area, progressive alert system). Note: the Magical Maggie encounter occurs before this scene — after Cave of Darkfear, before the Kaijitsu Star mission.
- The progressive-alert mechanic (each disturbance = cumulative waking chance for Vorka) is a stealth-vs-noise system. Worth building as a visible pressure mechanic rather than a hidden roll.
- Lord Longtung operates as Vorka's primary melee threat. He flees on Vorka's death — the player does not need to fight him to resolution, but may.
- The dogs (Scabtongue, Tickletooth at masts; Cuddles in galley) are layered encounters that contribute to the alert system. Cuddles is substantially more dangerous than the chained pair.
- Stomp (the horse) is in the yard — effectively the opening encounter. He is not a complex fight but his death is narratively load-bearing (establishes tone for the whole ship).
- The red chest fireworks are the mission objective. Consider whether they function as usable items in combat — Desnan candles and skyrockets have mechanical stats (see [lore/items/notable-items.md](#)). This is a player-facing reward moment.
- The ivory fan is an optional find — flagged here for potential Jade Regent AP hook. No mechanical weight in Part 1. Consider as a collectible/lore item.
- Magical Maggie is the bridge to Part 2 — but her encounter precedes this scene (pre-story quest return). The farm hook comes from her looted map. This beat belongs in the Pre-Story Quest scene, not Scene 3.
- Pacing: this is a longer scene than 01 or 02. The multi-area ship interior warrants treating the below-decks section as its own gameplay chapter within the scene.

---

# Lore Flag — Sword Hilt

**The sword hilt does not appear in this scene.**

Per `lore/items/notable-items.md` and `lore/sources/campaign/lore-conflicts.md` Beat 8: the hilt with the rolled paper inside is found during the **second ship expedition**, which takes place in Part 2 after the Squealy Nord recovery. It has no module source and is confirmed original GM content.

The task brief included the hilt as a key beat for Scene 03. This is a sequencing error — the hilt belongs in Part 2. A dedicated scene for the second ship expedition should be created as part of the Part 2 act, covering:

- The second ship (longer route than the first)
- The chest found on board
- The sword hilt — old iron, clearly part of something larger
- The rolled paper inside the hilt, unread by choice

Until that scene is written, the hilt's narrative introduction remains unscripted. Nothing in this scene has been altered or invented to accommodate the discrepancy.

# Campaign Records

Session log and campaign reconstruction.

# 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.

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# 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):** Pfingsten 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 "Pfingsten" 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:

separately in [Lore Conflicts & Canon Decisions](#).