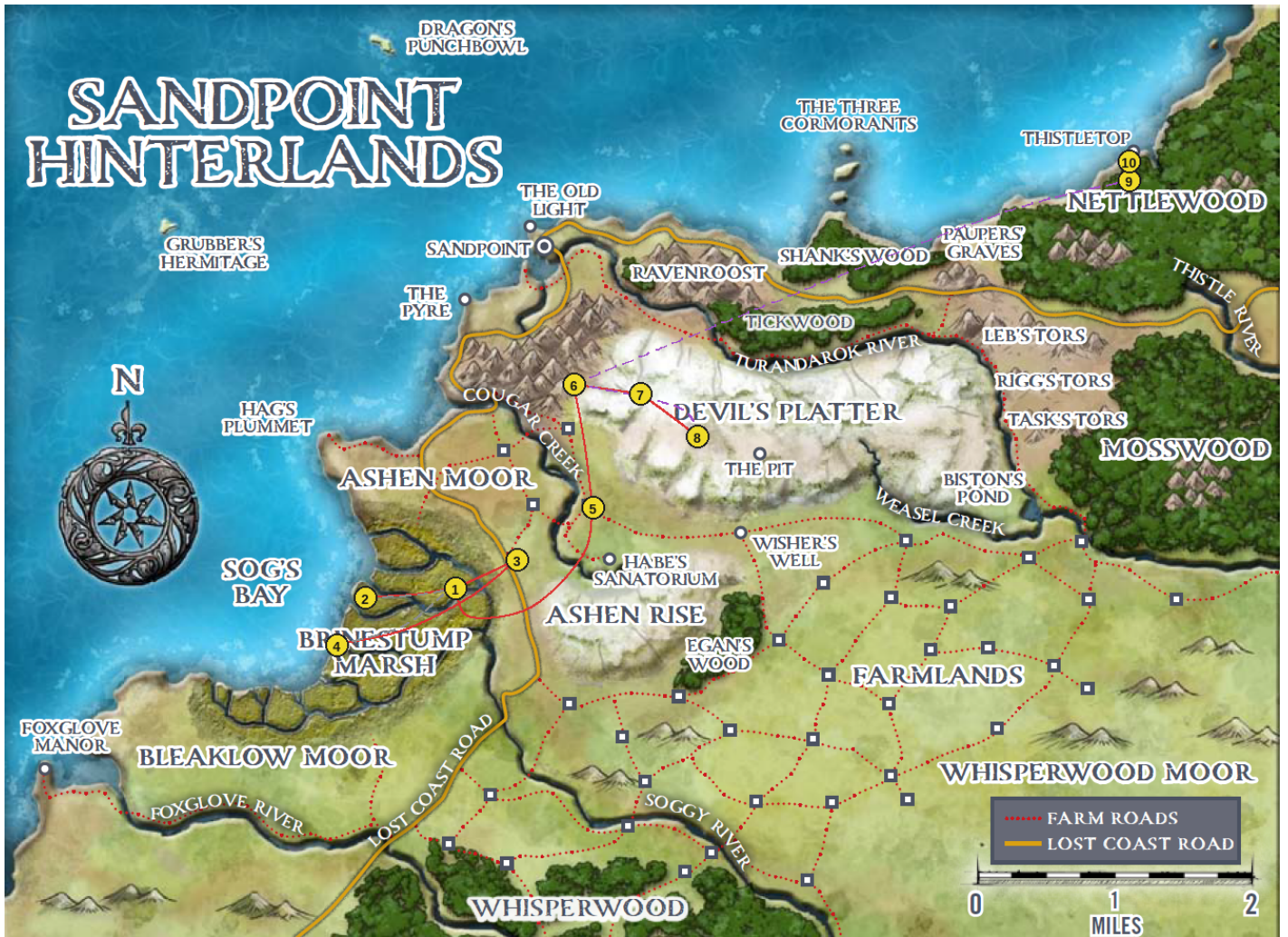


# The Goblins — Party Overview



*The world of the goblins*

## The goblins

Four goblins of the Licktoad tribe. They began in a cage. Four others joined later, from tribes not recorded or unknown. They ended — as far as the written record goes — at the Temple of Lamashtu at the bottom of Thistletop, having survived it all, having survived everything that Brinestump Marsh, the Birdcruncher hinterlands, the astral plane, and a three-phase assault on an

ancient goblin fortress could send at them. The tribe that produced the first four is gone. The eight are not.

## Who They Are

Name	What They Do
Bubble Bomb	Alchemist. Things explode on purpose. She activated the device that sent them through the astral plane.
Rrrahah Bäähh	Cleric. Keeps people from drowning. Dreamed something in the astral transit that left marks.
Sneaky Scorch	Rogue. Began the campaign watching everything and touching nothing. Arrived at the Temple having touched everything.
Screech Sagg	Bard. Songs improved under fire. Performed at the Birdcruncher party to a reception better than he deserved.
Shvub-Mah	Fighter. Has a ruin above a madhouse that he calls home. His acrobatics against the spider were notable.
Frizzel Brizzel	Ranger. Ranges ahead. Always has. By the Temple, had ranged very far.
Uhuhh Shehee	Barbarian. Pre-violence energy, sustained. Had more fun at Thistletop than strictly necessary.
Wee Goo	Fighter. Was sitting on someone when the campaign started. The arc is complete in that one sentence.

Bubble Bomb and Uhuhh Shehee are the two women among the goblins. All others are men.

Frizzel Brizzel is a shared character — he belongs to the whole group rather than any single player. He ranges ahead.

## What They Have Done

They navigated Brinestump Marsh twice, killed a cannibal goblin chieftain on her own ship, recovered a tribal pig from a human farm, watched their home tribe get wiped out by adventurers, walked north with nothing, found a new allied tribe among the Birdcrunchers, completed a farm mission that turned into a mountain track that turned into a cave that turned into the astral plane. They came through the astral plane into the Nettlewood and immediately pressed north toward a fortress that required three separate assault operations to breach fully. They freed prisoners. They descended through a toilet shaft. They found a prisoner in the dungeon and freed her. They arrived at the Temple.

# What They Carry

One sword hilt — old iron, found in a chest on the second ship. A rolled paper with text is inside it. None of the goblins have read it yet. By choice.

# What Comes Next

Unknown. The ledger ends at the Temple of Lamashtu. The goblins went in. What came after, the record does not say.

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