

Game: Greyhawk Campaign, D&D 5e

Date: September 15th, 2019

Episode 2: "The Goblintown Massacre"

Campaign Date: Goodmonth 13th, CY 579

Characters:

Lord Kurt Gunderson the Merciless, Human Paladin - 2 (Dave Nelson)

Captain Sparkle Rainbright - Half-Elf Fighter - 2 (Bob LaForge)

Atreyu Codori, Wood Elf Druid - 2 (Quinton Laughman)

Newt "Hotrod" Bladesgrimm, Human Bard - 2 (Andrew Smith)

DM: Dave Hanley

Log:

Goodmonth 13, 579; The Sunless Citadel

The heroes finish their rest, and after checking with Puma Man and Dingus Wetface they once again venture into the bowels of the earth to explore the accursed castle. First, the party decides to try the dragon key they received from the kobold queen in exchange for bringing the dragon back safely and explore past the door with the dragon lock.

Newt cracks open the door and the party enters. There they find several alcoves, each with a crystal. Most of the crystals are cracked and inert, but one to the South is glowing blue. The party gets near, and they are scared away by magical fear. The party gives up and decides to check the other magically locked room past the kobolds.

That room bears an inscription that suggests that only a cleric who turns undead can open it. Irky Timbers does just that and the party enters. Five caskets stand vertically along the walls, and an onyx altar on the far side has a draconic theme. The party fights the five skeletons that emerge from the caskets and secure the treasures from the altar - a crystal whistle and a flask of blue fluid.

The party reunites with Atreyu the druid and then petitions the kobolds for an army to attack the goblins. With their newfound allies, the party presses on into goblin territory. The party encounters an advanced guard in the trophy room



where the dragon was found, but Captain Sparkle's steel and the druid's monstrous wolf form make for an unstoppable killing team.

The party comes on a door leading to a significant force of goblins, a room that Meepo referred to as "goblintown." With the advance guard dead, the party discusses waiting the remaining goblins out, but ultimately decides to press on. They spike several doors shut behind them to ensure they are not flanked and ready an attack.

Many goblins are slain, and treasures found. The party finds itself victorious in a circular room overlooking a pit with eerie white vines creeping out of it. The party lets all the non-combatant goblins escape and return the remaining kobolds to their tribe.



With the goblins routed, the party decides to return to the dragon door and learn more about the crystals. They discover a concealed door on the far side of the room, and go through it. After triggering a trap, the party opens a door into a room with a stone dragon. It asks a riddle, which Lord Gunderson easily answers. Another secret door opens into chamber with several alcoves and a gaping pit at the far end. With resources low, and strangeness looming, the party decides that discretion is the better part of valor and retire back to the surface for a long rest.