Session/Game: DJM-8; RatR-3 **Date:** November 30, 2025

Group-1
Episode 8A: Fort Lawsome
Campaign Date: November 16—December 7, 26 LOH.

Characters:
Boone, man, paladin-2, lawful (Craig)
Gnim Beam, gnome, delver-1, lawful (hench)
Wee Gloria the Holy, halfling, spiritual-1 (hench)
Frank Harlock, man, merchant-3, lawful (Dave)
Adhemar, man, militant-1, lawful (hench)
Darius the Mysterious, man, wizard-2, neutral (Adam)
Teebles McForest, elf, enchanter/warrior-1, lawful-1 (hench)
Father Godwin, man, Spiritual-1, lawful (Bob)

Sir Holger, man, paladin-1, lawful (NPC)
Knobulous Rex, gnome, enchanter/delver-1 (NPC)

Judge: None

LOG:
November 16, Goblin Lair 1, Goblin Forest.
The comrades Darius, Boone, Frank, Godwin and Knobulous Rex decided that the time had come to attack the Goblin castle that they had found weeks earlier. After scouting the fort out, gathering their henchmen and supplies, and recruiting one more partner, Sir Holger of Grand Tower, they began their attack soon after sunrise.

GOBLIN STONE FORT

The Fort contained 17 goblin archers and 16 goblins with axes, 5 dire wolf riders, a goblin king and his 4 bodyguards



Knobulous and Teebles led the first infiltration scheme. Darius used a scroll to render Teebles invisible, while Knobulous, who spoke fluent Goblin, used a disguise spell to appear as a goblin. Knobulous, however, failed to convince the goblins on the walls to let him in. They took him for a goblin from one of the other 2 “loser” lairs and thought it would be funnier to leave him outside hungry and cold. Teebles, nevertheless, managed to climb over the wall and unbar the gate. Teebles then climbed the tower, still invisible, while Knobulous slipped through the gate. The wall goblins noticed him slip in through the unbarred gate, but just didn’t care enough to stop him or close the gate. Teebles then climbs the tower sitting behind the gate.

After Knobulous swings the gate fully open, Teebles casts a sleep spell and drops the four archers in the tower, spoiling his invisibility, but leaving him alone in a secure shooting spot. Knobulous and Darius each throw a sleep spell, dropping 5 wall goblins. Boone and Sir Holger charge forth from the edge of the forest on their war horses, crashing into the dire wolf riders, each killing one dire wolf on impact. Frank, Adhemar and Gnim Beam rush forward and reach the tower. Darius and Godwin advance more slowly, with Godwin beginning a helpful chant. Wee Gloria waits at the wood’s edge.

The party presses the assault. Darius and Knobulous throw more sleep spells, Gnim shoots a dismounted wolf rider. Frank’s crossbow string breaks. Sir Holger and his horse kill another wolf. One wolf rider stabs Boone through his visor for a nasty wound.

Holger continues his wolf killing spree, but his horse takes a solid wound. Frank and Adhemar charge up on foot and each kills a dismounted wolf rider. Teebles and Boone kill the last wolf and the party finishes off the remaining riders. The remaining goblins flee from the fort, leaving only the king and his bodyguards in the great hall.

The party assembles to assault the great hall. The sturdy fortress door would defy simple lock picking, but luckily, Knobulous was carrying a knock spell scroll and used it to open the great hall door. They rush in and Frank and Gnim kill one bodyguard. Darius puts 2 to sleep and Teebles shoots the fourth to death. Boone and Holger kill the king immediately.

After cleaning out the fortress they found the Jeweled 4-leaf clover that the druids were offering a 7500gp reward for, and the goblin king’s jeweled pendant of kingliness, worth 5000gp, and some small change. The team decided to take possession of the fort. The six partners: Darius, Boone, Godwin, Frank, Knobulous and Holger each had a 1/6 ownership share. They agreed that one of the six would always stay at the castle. They re-named it Fort Lawsome, at Godwin’s suggestion.

The South Road and Newport, November 17-December 7

The party travels to Newport to dispose of the jeweled treasure (Frank gets a 500gp bump for the pendant) and to recruit and buy supplies and equipment. There is quite a bit of level advancement. Each partner gets 1667gp and a total of 2383xp (including gold).

Group-2
Episode 8B: Some Varmints
Campaign Date: November 16—22, 26 LOH.

Characters:
Mandalf Spellman, man, alchemist-1, lawful (Dave)
Gnorbert, gnome, thief-2, lawful (Bob)
Horatio Greentoe, halfling, druid-1, neutral (Adam)
Terrance ~~Trent Darby~~ Greybeard, dwarf, militant-1, lawful (Craig)
Myron, man, level-0 (hench)
Sargon the Red, man, warrior-1, neutral (NPC)
Breeze LaFontain, elf, scout/enchanter-1, lawful (NPC)

Judge: None

LOG:
November 16, Goblin Forest hex 4.
Gnorbert and Terrance, at last looking to get back into action, gathered a new party at the Kegger in Green Spring Village to explore the area just to the north of the village around the north road. The new members were Mandalf, Horatio, Sargon and Breeze. Terrance had his henchman Myron as well.
In the morning they found a small bag of copper pieces in the morning, and a small cluster of 4 houses, currently occupied by 2 drunken goblins whom they quickly killed. The party tried to spend the night in one of the houses, but the whole area collapsed into a sinkhole.

November 17, Goblin Forest hex 4.
The party spends a day digging out of the sinkhole and backtracking toward Green Spring Village.

November 18, Goblin Forest hex 4.
The team finds a rock with useful trail signs, then an abandoned farm stead, plagued by damp spots.

November 19, Goblin Forest hex 4.
They found a ladder, jug of pitch and a 2-man tent. They left the ladder but took the pitch and tent. Farther along they discovered an old barrow which contained a dungeon entrance (hurrah!). They noted its location and set up camp some ways away at an empty cave.

November 20, Goblin Forest hex 4.
A black bear threatened the party, but Mandalf defeated it with a paralysis spell. They found another small bag of copper pieces nearby.

November 21, Goblin Forest hex 4.

They would have been led astray down a false trail if it were not for the trail markings they had seen earlier. That night a lost sheep dog approached their camp and Horatio befriended it.

November 22, Goblin Forest hex 4.

They found some more trail markings, but stumbled upon a giant skunk. They slew the skunk before the beast could spray them.

Having searched hex 4, they have located a dungeon entrance, but nothing else worth follow-up.



I guess Sleep spell has always been a bit broken as a first level spell, but we just had an ocean full of them for the castle attack. Disguise turned out to be pretty cool for mage/jacks who speak the language.