

**Campaign/Game:** Return to the Keep on the Borderlands: D&D 5e     **Date:** August 19th, 2021  
**Episode 3:** Troll and Goblins  
**Campaign Date:** Hallow 24th - 25th, 931 (Fall)

## Characters

**Azakai Brightwood**, Half-Elf Warlock - 2 (Ryan)

**Daspot**, Dwarf Rogue - 2 (Colin)

**Kieran Raelthorne**, Human Bard - 2 (Dennis)

**Lucia Greycastle**, Human Rogue - 2 (Tyra)

**Micah**, Gnome Ranger - 2 (Tyler)

**Rhogar**, Dwarf Fighter - 2 (Peter)

**Brother Martin**, Human Sage - 1 (NPC)

**Third**, Human Warrior - 3 (NPC)

**DM:** Andrew

## Log:

Following the events of the last trip to the Caves of Chaos, the party is surprised to find that Mira's personality has given away in favor of Lucy. For two weeks, she had been active at night skulking around inside Restwell Keep while her alter-ego Mira slept.



Daspot reveals that Bacon the baby dragon has managed to purloin the enchanted jeweled platinum amulet of Erathis of Lord Drysdale, the new castilian. Micah is offered a reward for the return of a crate of fine china and a bounty on wolf pelts.

Rhogar is concerned that the new castilian Lord Drysdale is doing a disservice to the defense of Restwell Keep. He asks Sabine why she was removed from gatekeeper duty in favor of one of Drysdale's lieutenants, Champlain. Sabine is particularly worried about Tomas and Holgar, a pair of shady characters who have just arrived and then holed up in the guildhouse "awaiting a shipment of goods." They are too well-equipped and stoic to be simple merchants. Kieran does a little snooping, but all he can sort out is that the pair are adventurers - a rogue and a wizard. They have nothing to do with the new castilian.

The party spreads the rumors that Mendel the Merchant is a bad dude. The cooper has a very interesting reaction, being grouchy and saying "I've said too much." He reveals that someone, perhaps Mendel himself but it is unclear, has taken his oldest daughter Amara hostage and forced him to create strange barrels with false bottoms.



Kieran manages to speak with the warrior maid "Third" using magic. He subsequently hires her to guard the wagon that the Lucky Ones have purchased to carry back any loot along with Brother Martin.

After a week of downtime, the Lucky Ones return to the Caves of Chaos. They decide to investigate the cave of the ogres described in the journal they have from a previous adventurer. Instead, they encounter a giant troll snoring away next to a pool of deep brackish water. The only evidence of an ogre are three skulls that once belonged to the previous inhabitants. The Lucky Ones pour a ring of military oil around the giant monster and plan an attack. The plan goes off nearly flawlessly! The heroes throw axes and shoot arrows while others hurl more oil and torches at the beast. In a panic, it lurches into the deep pool of water in the next room to hide and put out the oil. Kieran's magic and Rhogar's hammer puts an end to that tactic, and the troll is repeatedly smashed and burned until they are all sure it is dead.

The Lucky Ones take some time to dredge the deep pool for the troll's treasures, finding coins, gems, and a Gold chalice with rubies engraved with the name "Macsen Wledig." They also found a secret door into the goblin lair they originally targeted. A plan is formulated. Half the party would venture into the goblin cave directly while others would appear through the secret door.

Daspot, Lucy, and Azakai engage the goblins in the first guard room. They are unaware of their presence, too busy throwing a dwarven axe that looks very much like Rhogar's at a terrified kobold. The others surge out of the secret door, and the goblin guards are overwhelmed with few casualties. The Lucky Ones then investigate three trapped alcoves. One with a tripwire that triggers a cave in, one false door with explosive runes written on it, and a third with a fake coffin that threatens to have a vampire get out of it.

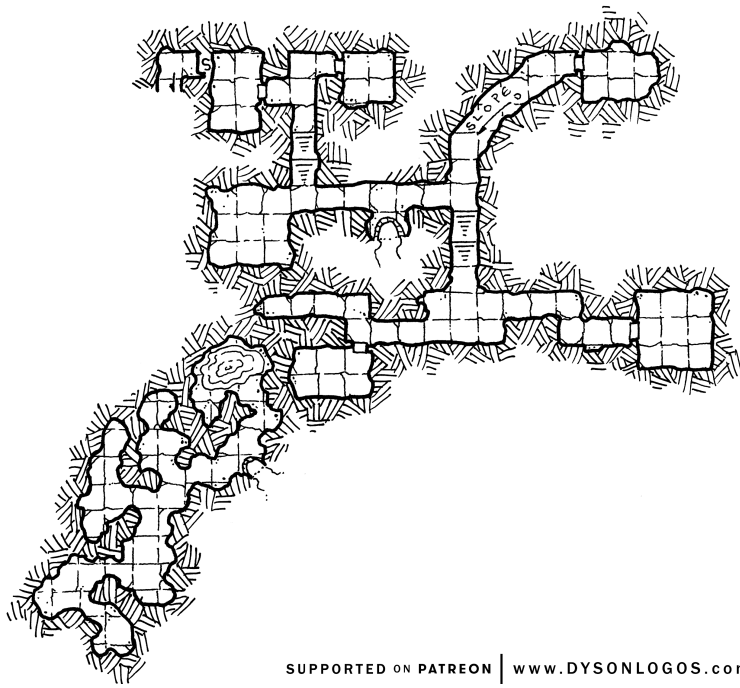
The heroes move down a long hallway toward the goblins' home, and realize that they are expected. At the other end of the hall, two goblin archers wait behind a one-way door of iron bars. The heroes are ambushed in this hall by packs of goblins and hobgoblin elites. A goblin king appears alongside a gigantic wolf that talks known as a worg. Micah slides across the top of this giant monster, stabbing it as he ends up on the other side of it to provide flanking support. Unfortunately, that leaves him vulnerable. The goblin king shanks Micah rapidly with his shiny

dagger, dropping the gnome into black unconsciousness. Lucy slides in among the goblins, stabbing and slashing at the goblins. Kieran launches bolts of magical force from his wand, healing and inspiring his allies. Azakai launches bolts of eldritch force and Rhogar holds the line against the flood of goblins while Daspot picks his moments to stab demon-spawn goblins in the face.



The final goblin, the goblin king, pleads for his flesh. He doesn't want to have to go back to the abyss where he can't enjoy the finer things in life like the tapestry that hangs in his fancy quarters along with a number of wolf pelts. He insists that the Lucky Ones next invade cave F, insisting that there is "lots of treasure" but that there are "no undead" there. "No undead at all," he says with utmost conviction.

The group returns to the keep where Kieran hires Dubricius the scribe to identify the magical items that are found and cash out on the loot that was recovered from the goblins and troll. During the next week of downtime, Kieran is invited to Drysdale's table where he dines with his man Philippe. A peasant girl of the Lum family waits on them in the chambers that once belonged to Macsen Wledig himself. Kieran reveals to the castilian that there have been threats on his life. Drysdale seems eager to know more about the Lucky Ones, and reveals his contacts within the Cathedral of Erathis in Salt Temple. Kieran arranges a settlement where they would receive healing from the new chaplain and tax relief, including a free "gate pass" in exchange for information.



SUPPORTED ON PATREON | [WWW.DYSONLOGOS.COM](http://WWW.DYSONLOGOS.COM)

AS WE APPROACHED CAVE  
G, WE SMELLED FECES  
AND ROTTEN MEAT -  
SIGNS OF A GIGANTIC  
MONSTER. WE PEEKED IN  
AT A CAVERN FILLED WITH  
RATS AND ALIEN FUNGUS.  
CHEWED BONES AND A  
FEATHERED NEST OF

LEAVES BY THE BRACKISH POOL INDICATES THAT OWLBEARS LIVE HERE.

CAVE H IS FILLED WITH BUGBEARS. HANDWRITTEN SIGNS INVITE ANY TO  
JOIN THEM. WE CONSIDERED MASQUERADING AS AN INTERESTED PARTY,  
BUT THESE CREATURES ARE CLEVER AND DEADLY. THE GONG LOCATED  
JUST INSIDE COULD BRING REINFORCEMENTS QUICKLY.