

# Session 1: Ronceval Road Ambush

“ **DM's Note:** The "Triboar Trail" has been renamed to **Chemin de Ronceval** (Ronceval Road) to better fit the feel of the setting.

Campaign	Lost Mines of Gelwood
DM	Jax
<b>Players</b>	Gabe, Sean, Kristina, Jordyn
Location	Jax's Folks Place
Date	August 5, 2025

The first session of the campaign introduced the adventuring party, who were hired to escort a wagon of supplies to the small town of Gelwood. What began as a simple trip quickly turned into a fight for survival when the party was ambushed by a surprisingly organized group of goblins. The session was defined by a chaotic and incredibly close battle that nearly resulted in a Total Party Kill (TPK) before the party limped into Gelwood to deliver their cargo and receive a new quest.

## The Party

- **Zephrail Night Flame** (Gabe) - The party's stoic Paladin of Vengeance. Jumped right into the fray to protect his allies.
- **Sea Nathan** (Sean) - A disabled elf Fighter with a military past. Proved to have sharp eyes and an even sharper crossbow bolt at the start of the fight, though his luck with a spear was another story.
- **Genevieve "Jen" Sinclair** (Kristina) - The group's resident steampunk-inspired Halfling Artificer. Jen was quick to jump into the action, slinging spells and trying to keep the goblins off balance.
- **Wren** (Jordyn) - A quiet and observant Tiefling Warlock. Ren stayed on the outskirts of the initial combat, a decision that would prove crucial to the party's survival.

## Key Events

# The Goblin Ambush

The session kicked off with some classic D&D action. While traveling down the Ronceval Road, the party discovered the scene of a recent attack. Sea Nathan, spotting goblins hiding in the thicket, alerted the party. Instead of walking into the trap, they decided to turn the tables, pretending to investigate the scene to lure the goblins into a false sense of security.

# The Battle of Wild Swings

The combat that followed was both intense and comical. It began with a bang when **Sea Nathan scored a natural 20** on his opening attack, instantly taking down one of the ambushers. However, this early success was followed by a long and brutal series of missed attacks from nearly everyone involved. The dice were cold, and for a while, it seemed like the adventurers and goblins were just trading blows with the air.

# A Near TPK

The tide turned when more goblins, including a spellcaster, joined the fight. The encounter quickly became a desperate struggle.

- Zephrael was the first to fall, taken down by a critical hit from a goblin archer.
- Jen was knocked unconscious by a powerful fire bolt from the goblin sorcerer.
- Sea Nathan was also overwhelmed, leaving Ren as the last one standing against multiple enemies.

# The Bag of Holding Incident

In a bizarre and memorable moment, one of the goblins began stuffing the unconscious Sea Nathan into its **Bag of Holding**, presumably to take him as a prisoner or a snack for later.

# Ren's Clutch Victory

With her friends down and one being abducted, Ren became the party's only hope. She repositioned herself and unleashed a perfectly aimed **Magic Missile** spell, taking out the last two goblins and saving the party from a certain wipe.

# Arrival in Gelwood

The battered but whole party finally arrived in Gelwood. There, they met the brother of their employer, Ruden Rockseeker. He was distraught to learn that Ruden had been captured by the goblins. He explained that his brother carried vital and secret information about the location of the long-lost mine rumored to hold immense riches and powerful magic. He pleaded with the party to track the goblins back to their hideout, rescue his brother, and recover the map.

# The Miraculous Revival

After the battle, Ren stabilized Sea Nathan. Believing Zephrael and Jen to be dead, the survivors began burying their fallen comrades. In a shocking twist, both **Zephrael and Jen returned to life**, clawing their way out of their own shallow graves, leaving the party stunned and the reason for their revival a mystery.

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