

**Session/Game:** Thranconia Blueholme  
**Goblin War Episode 1:** The Iron Scouts Assembled  
**Campaign Date:** February 19-24, YOR 2021

**Date:** February 19th, 2021

**Characters:**

The Iron Scouts

Sergeant Drode Flaskcoat, Dwarf, Fighter - 1, Lawful Good (Andrew)

Brum Flinthammer, Dwarf, Fighter - 1, Lawful Good (Andrew)

Lotsman "Rockhead" Leatherhide, Dwarf, Fighter - 1, Lawful Good (Andrew)

Initiatie Groomere Skullforge, Dwarf, Cleric - 1, Lawful Good (Andrew)

**Judge:** Solo Game - Goblin War Encounters

**LOG:**

Sergeant Flaskcoat is tasked with searching the mountains around their home for the location of a Goblin Stronghold that is the source of increasing raids on the underground dwarf "town" of Fhanster Delving - home to around 100 dwarves who earn a living mining and smelting copper.

Sergeant Flaskcoat chooses three men to aid him in this task. First, he chooses Brum of clan Flinthammer. Brum is a wily and skittish monster hunter, who has wandered the mountains to the West extensively. Next, Flaskcoat calls on Lotsman "Rockhead" Leatherhide. Rockhead makes for a jolly travelling companion and is a notable scout and tracker. Flaskcoat calls on the temple to requisition the initiated sage Groomere as the unit's medic. Since taking on the mantle, Groomere has chosen the honorific of "Skullforge" to demonstrate his devotion to Ukko the lord of thunder. Finally, Flaskcoat names his small force the "Iron Scouts," a tribute to the dwarven fighters of antiquity who settled the valley and founded the Fhanster Delving as well as several other nearby Dwarven settlements. The party sets out on the afternoon of the 19th headed directly West from Fhanster.

**Day One:**

The Iron Scouts make camp early, looking to find a defensible position in the foothills of the Ostkrags. They take regular watches, sleeping lightly in their mail. The night goes uneventfully.

## Day Two:

The next day, the Iron Scouts continue NorthWest up into the mountains. Throughout this process, the force moves carefully looking for any tracks and searching for monsters<sup>1</sup>. At the end of the day. The Iron Scouts once again, set up an early camp. This time, they put their backs to some large rocks and screen their fire with some nearby trees.

Toward the end of the night, three stirges track the dwindling fire and swoop to attack the party. Luckily, the Iron Scouts are not surprised and see the monsters at the farthest limits of dark vision. They rise quickly with weapons in hand to fight off the monsters who immediately attack.



Sarge skewers one with an arrow from his shortbow and it falls dead. The other two monsters swoop in to attack Rockhead and Sarge. Sarge is hit by one of the monsters. Brum, Rockhead, and Gool swarm the one that missed. All three pound the monster into paste. The last beast loses morale and flies off, leaving Sarge with a small puncture wound. The Iron Scouts continue their rest and wake with the morning light to find a few blood-drained rabbits that they might use to supplement their iron rations for a day.

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<sup>1</sup> Brum is using his Monster Hunter skill here to see if there might be a case where the Iron Scouts actually find the lair of 1D3 of the encounters. I also ruled that there was a 2 in 6 chance per day that there are in fact tracks that Rockhead has a chance to encounter and follow during the day.

### Day Three:

The Iron Scouts start to circle back toward Fhanster Delving, turning directly South. They continue to look for tracks, but Rockhead doesn't see anything. They make camp again, this time finding a large monolithic boulder that they put their backs to for the night. Early in the night, they hear an uncanny sound. A puma has wandered onto their camp, curious about the fire. The smoke confuses the animal's senses, and the Iron Scouts are able to prepare an ambush for the beast as it emerges from the underbrush.



Sarge's arrow misses the animal long, but Grool's sling stone finds its mark. Rockhead and Brum's follow-up charge finds the animal dead. The party returns to their dwindling campfire and continue their rest, unaware that four goblin thieves witnessed the puma's attack. As the dwarves relax, the skittering monsters caper up, looking for a cheap ambush to slay the Iron Scouts.

The goblins attack, each of them striking one of the resting dwarves<sup>2</sup>. Luckily, the monsters are unlucky and only manage to wound Groot despite the bonus afforded by their ambush. Groot screams out in pain. As the dwarves grab their kid, Rockhead is wounded as well. The Iron Scouts counter attack with shields and hammers. Brum and Rockhead land their blows and one of the goblins is knocked out of the fight.

The goblins' quick daggers allow them to stay within the hammer's range<sup>3</sup>. Sarge, Groot, and Rockhead are all hit. Initiative Groot collapses and Rockhead is wounded badly. Sarge clocks a goblin soundly, and it barely stays up on wobbly legs<sup>4</sup>.



As the fight continues. The goblins all miss, allowing Sarge and Rockhead to put down two more goblins. The last goblin breaks morale and runs, feathered in the back as it flees with an arrow from Sarge<sup>5</sup>.

Following the battle, the other dwarves do their best to revive their medic but they are unsuccessful. Initiative Grootmere Skullforge is dead<sup>6</sup>. They all drink a toast to their brother in arms. The dwarves then look to see if any of the goblins survived the battle. They are all quite dead, but have 15 gp on their bodies. They track the puma back to its lair nearby and find a dead hobbit's backpack with a potion of cure light wounds (1d6+1) and 75gp. The dwarves make preparations to return home the next day.

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<sup>2</sup> I'm unsure about the bonuses for sneak attacks. I actually gave each of the goblins a +5 because we were prone and didn't know they were there. What would the actual bonus be?

<sup>3</sup> Are strike ranks from low to high? Or high to low? Or does that change? I don't know. I just let them go first.

<sup>4</sup> That goblin was as we say "in that most famous of clubs."

<sup>5</sup> Armored dwarves are hella slow. I figured once the goblin escaped darkvision range the chase was over.

<sup>6</sup> I beat a 12 three times in a row on a D20. It happens. That should only happen 6% of the time but it did.

## Day Four:

The Iron Scouts make their way back toward Fhanster Delving, carrying the body of their fallen comrade. They figure that if they can make it through one more night they can complete the trip. They make camp on the side of a hill, with a few trees as cover. The Iron Scouts are surprised when a Mountain Ape disturbs their camp by charging in to attack<sup>7</sup>. Clearly disturbed by how close the dwarves camped to their lair, the ape charges to attack. It's surprise round is ineffectual, but both its claws find purchase once the dwarves are on guard. Rockhead and Sarge are both hit but they stay in the fight. The dwarves counter-attack. Sarge and Brum both land blows, bloodying the beast but it keeps its morale and continues the attack. Luckily, the ape is slower than the dwarves and they manage to put it down in the next exchange.

## Day Five:

The Iron Scouts return home to Fhanster Delving, unable to make any tangible progress toward identifying where the goblin stronghold is located. Preparations are made for the appropriate burial of Initiate Groomere Skullforge<sup>8</sup>. The final payout is 120 gold and a potion of healing.<sup>9</sup>



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<sup>7</sup> So I rolled on the reaction table and got "Begin attack, unless stopped." Since none of my dwarves spoke anything ape-ish, and they were just about out of provisions, I figured the ape just is mad about something or other.

<sup>8</sup> Should I make a new medic for the next adventure?

<sup>9</sup> What do I do for upkeep for a solo game?