

Session/Game: Goblin War - DLN Rampage
Goblin War Episode 4:
Campaign Date: April 9th - 18th, YOR 2021

Date: January 16th, 2022

Characters:

Anvil-Face Jack, Dwarf Cleric - 2 (Jason)
Brigit Mithralhall, Dwarf Fighter - 2 (Quinton)
Bunkin Forkbeard, Dwarf Thief - 2 (Dave)
Forge Sourgrapes, Dwarf Fighter - 2 (Craig)
Inar Rockfoot, Dwarf Cleric - 2 (Peter)
Wodger of the Wafactory, Dwarf Cleric - 2 (Bob)

NPCs:

Chet Treeskirt, Dwarf Lackey - 2 (NPC)

Judge: Andrew Smith

LOG:

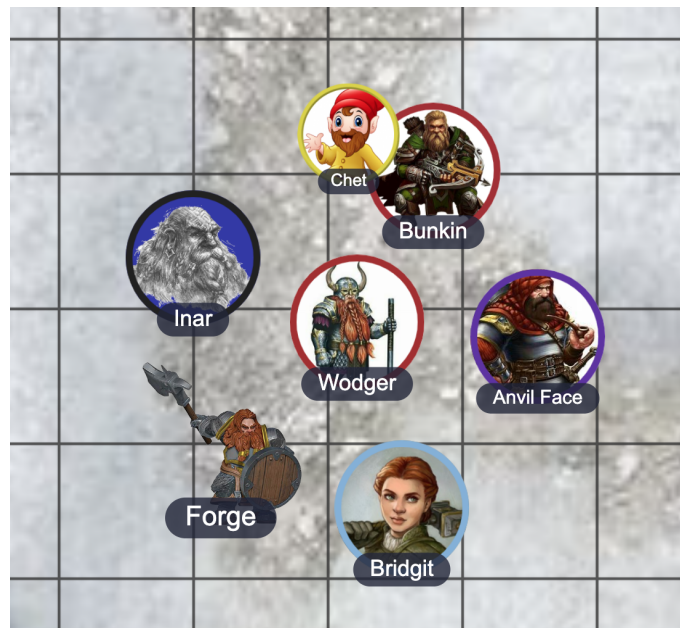
After a week of rest and a brazen assault on dwarven concerns by an enforcer squad of hobgoblins, Elder Avenelso once again calls on the Stout Striders to return to the Ostkrags in search of the goblin stronghold. The heroes learn of a recent assault on a dwarven caravan heading east toward Wheatabix, indicating that the goblins' attacks are spreading past the hold itself threatening the plains of Bix as well! Chet Treeskirt talks with Bunkin, explaining how he would love to help reload his crossbow for him anytime he likes.

April 9th

The party investigates the hobgoblin attack on the dwarven caravan. They manage to surprise seven hobgoblins lurking nearby. They make short work of the goblinoids, then recover the following items:

Crate of apples
10gp in woolen tartans
Six mighty haggis

The party returns to the devling to drink grain alcohol and sleep through the day in their own beds. Avenelso is crabby that his scouts aren't out doing what they are supposed to do, to which Bunkin tells the elder dwarf to "shut his mouth."



April 10th

The next night, the party rises and heads northwest into the lower reaches of the Ostkrags. The travel goes smoothly, and there are no encounters or incidents.

April 11th

The party makes their way north along the foothills of the Ostkrags. The night's travel is rough, but there are no encounters along the way.

As the party rests during the day, an elf messenger named Joycelinda encounters the Stout Striders. She's on a mission from the Pine Wood to the Coast Forest, but is taking her time. As she heads for a morning frolic by a mountain stream, she invisibly talks to Bridgit from hiding. Joycelinda calls Bridgit "Shirley," but provides a vital clue about the goblin stronghold.

April 12th

The Striders make their way northwest this night, cutting through a canyon between two low peaks. The party is in high spirits, coining the unfortunate nickname Bridgit the Midget. The party encounters twelve goblins led by a bugbear holding the canyon against any invaders. The Stout Striders make quick work of these monsters.

The party finds the headless corpse of Sergeant Drode Flaskcoat frozen in the snow. The leader of the Iron Scouts has been stripped of all valuables, and is only identified by his rank insignia on his uniform. The party ventures to a crag to hole up as the sun rises. There they find another Iron Scout. Stromdaer Caskshoulder is cold, hungry, and blind from a bad batch of Liver Squeezings he drank after he escaped the ambush that killed Sergeant Flaskcoat. He tells the story of a goblin wizard who used magic to put his comrades to sleep, creating a dangerous situation where Sergeant Flaskcoat was slain, the others probably enslaved, and Caskshoulder was forced to flee for his life. This tip proved to be an important clue for the Striders.

April 13th-15th

The party returns Stromdaer Caskshoulder to Fhanster delving safely. The Stout Striders restock, loading Chet up with an extra week of rations. Elder Avenelso provides a healing potion to the party for their efforts returning the surviving Iron Scout.

April 16th

The party strikes out from the delving into the driving snow of the mountains. This time they head southwest into the Ostkrags. They encounter a patrol of ten hobgoblins led by two bugbears on their way toward the plains of Bix. The Stout Striders don't manage to catch them in an ambush very well, but crush the goblinoids spirit causing the last four to run. Bridgit tackles the final hobgoblin whom they manage to question for some more clues to the goblin's stronghold in the mountains. Inar detects a magic hatchet of reflex-shot, and claims it as his own.

April 17th

The party makes their way northwest. They find themselves walking along a mountain ridge, with steep drops to the left and right. They are set upon by an attack force made up of eight goblins led by three bugbears supported by three hobgoblin archers and the aforementioned goblin wizard.

Found the location of the lair from hobgoblin. Bunkin hides, trying to get deadly sniper shots off but is driven off by the goblin mage. Inar struggles to connect with his new magic axe, swayed by the goblin wizard's powerful magic. Forge and Anvil Face hold the line against the marauding bugbears and goblins while Wodger looks for openings and uses his magic to heal. Brigit crushes the goblin wizard, then stands toe-to-toe with the three hobgoblin archers to stop their rain of arrows.

The goblin task force is destroyed, but Inar manages to coax one last piece of information from a dying hobgoblin, finally putting together the location of the goblin lair. The Stout Striders find a variety of coin and a strange tome on the wizard entitled "Serenity Now!".

The party looks for a good place to spend the night before making the return journey home. They find a snow-obscured cave, but it is already inhabited by a Yeti! Bunkin gets the drop on it, shooting it nearly dead before the beast can cause too much damage. On the skeletal body of an ancient dwarf hero Forge Sourgrapes finds the shiny patent-leather steel tipped boots and straps them on immediately.

April 18th



As the Stout Striders return home to Fhanster Delving, they are hunted down by a group of nine goblin slingers driving a pack of eight wolfswine led by a bugbear assassin. The dwarves are sorely challenged, with Brigit surrounded and sorely beaten at one point. However, the party rallies around the awesome monster punting power of Forge and his newly acquired boots of mighty kicking. Following the battle, the party finds the following treasure:

Healing potion

Crate of pickled herring

Potatoes

Amphorae of 500gp in gold nuggets

The adventure resulted in a total of 1050 xp for each player character.

April 19th

With the location of the goblin lair calculated, the dwarves of Fhanster Delving begin to make plans on how to best deal with this looming threat. Wodger reads “Serenity Now!” to gain some more wisdom through the study of the ancient ways.

