

Session/Game: Goblin War - DLN Rampage
Goblin War Episode 3: Pork Rabies
Campaign Date: March 28th - April 2nd, YOR 2021

Date: December 30th, 2021

Characters:

Brigit Mithralhall Dwarf Fighter - 2 (Quinton)
Bunkin Forkbeard, Dwarf Thief - 2 (Dave)
Forge Sourgrapes, Dwarf Fighter - 2 (Craig)
Inar Rockfoot, Dwarf Cleric - 2 (Peter)

NPCs:

Chet Treeskirt, Dwarf Lackey - 2 (NPC)

Judge: Andrew Smith

LOG:

Following the disappearance of the Iron Scouts two weeks ago, Elder Avenelso pulls together a second force of dwarves from the Fhanster Delving to locate the seat of the goblins' army before an attack crushes the dwarven home. As the new unit pulls out to the northwest of the vault that first night, they encounter five goblin scouts, camouflage in the foothills of the Ostkrag mountains. The dwarves kill all five and collect twelve silver from them. They rest that first day, and there are no more encounters.

As the sun sets, the dwarves are startled by the appearance of three gnome peddlers. Rokko, Brankone, and Slayzoke sell sweets, shoes, and weapons in that order. Inar purchases a pair of furry snake shoes. Forge finds a pair of throwing knives that look great. That night, the dwarves once again make their way to the northwest. They make camp and spend the night with little problem.

The third night, the weather turns against the dwarves as they venture directly north. They find a thin mountainside path high above a forested hollow. As the heroes cross, they are attacked by stirges from below. After some peril when part of the path collapses and Bunkin loses his axe, the dwarves continue their snowy push.



They find a great cave to spend the night from the storm, but first fight the two pumas who already live inside. They find a map on half a corpse of a long-dead cartographer which provides them more clues to the goblins' whereabouts. Throughout the day, the snowstorm continues, virtually closing off the cave entrance to the puma den.

On the fourth night, the dwarves head south once again. They pass through the stirges' wood rather than above it. They find they are ambushed by seven wolf-pigs. This strange green enclave trapped between three of the rough Ostkrags must be a breeding ground for abominations. Chet uses his monster hunting training to learn a clue from the existence of the wolf pigs, as they are raised and released by the goblins themselves.

Chet cleans the small krag the wolf-pigs lived in of bones, excrement, and pork rabies. They dwarves spend the fourth day relaxing, broken only when hobgoblin enforcers pass by. These well-armed goblinoids somehow fail to see the carnage of the battle with the wolf-pigs. They continue marching west further into the mountains.



When the dwarves rise to venture into the fifth night, they follow the enforcers' footprints back toward Fhanster Delving. There are no encounters. They see that there were other hobgoblin enforcers, perhaps as many as twenty in a congregation just eight miles from the delving. From the prints in the snow, one group went north, one south, and the one they saw headed north west. On the fifth day the dwarves push on to return to the delving without incident.

All the heroes gain $150 * 4 = 600$ XP, (goblins, stirges, pumas, and wolf-pigs.)