

**Session/Game:** Thranconia Blueholme  
**Goblin War Episode 2:** Night Stalkings  
**Campaign Date:** February 26 - March 2, YOR 2021

**Date:** February 26th, 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)  
Stromdaer Caskshoulder, Dwarf, Fighter - 1, Chaotic Good (Andrew)  
Aspen Fogfeather, Satyr, Rogue - 1, Chaotic Good (Lark)

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

### **LOG:**

Following Grool's death, Sergeant Flaskcoat must choose another medic. At first he is frustrated with what the temple of Ukko has to offer. All that is available are mewling dwarven children no more than a half-century old. Then, he unexpectedly meets Stromdaer Caskshoulder returned from the far West with his companion Aspen Fogfeather,<sup>1</sup> a tall, shy murderous shadow that lurks in the hold of Fhanster. Flaskcoat immediately dismisses the temple and commissions Caskshoulder and Fogfeather.

#### **Night One:**

On elder Avenelso's orders<sup>2</sup>, the Iron Scouts decide to only move at night. They exit the hold just before nightfall and climb into the Ostkrag mountains. As they climb, they see a banked campfire half way up into the mountains. They approach carefully, only to find a human there half-asleep cooking a thick rat skewered on a stick. He wakes as they approach, at first wary but slowly convinced of the dwarves honesty as they converse. His name is Wilbur and he is from Wheatabix in Thranconia. He's searching the mountains, hunting and scouting for a way to find a way to make a living, while helping people that he can. The Iron Scouts take some time to ask him about the goblin incursion, and offer him 100 gold coins<sup>3</sup> for his trouble. Wilbur points toward the North and says, "I seen a lot of 'em up that way, but I'm not sure if they was headin' North or South. Best be advised. They was right around a big canyon if you can find that lot". The dwarves thank Wilbur and continue on their night's journey.

---

<sup>1</sup> So, one of my children actually was interested in playing in my solo game. Why not?

<sup>2</sup> Good old "Avenelso" knows his stuff!

<sup>3</sup> Hopefully, this qualifies as a "favor?"

Up, up, up the dwarves go. They are happy to be joined by this strange satyr<sup>4</sup> that has so much to say about the mountains that they never thought about. They happen on another campfire, and this time approach quickly. Egon, the Kindly Hermit immediately invites them in. He has just woken from a nap after sucking down his thick gruel, and is happy to collaborate Wheatabix's story about the goblin canyon to the North after the dwarves offer to give him directions to his destination of Castle Bix<sup>5</sup>. The dwarves decide that they've had enough for the night, and camp with Egon until he moves on in the morning toward the East.

### **Day One:**

During the day, Brum takes an hour after dawn to look for any evidence of goblins. He's pretty sure he sees some of their spoor nearby, and in a day or two he might be able to identify a path toward a nest of the monsters<sup>6</sup>. He sleeps, and although he has a real chance at being exhausted the next day from staying up late he is well.

### **Night Two:**

The dwarves continue moving West looking for clues as to the whereabouts of the sinister goblin enclave. They wind up a rocky mountain path toward a green plateau half way up the peaks of the Ostrkrags. As they proceed, they spot two Hobgoblin Enforcers ahead. Both sides see each other simultaneously. The dwarves immediately call for the Hobgoblins to halt. Being seriously outnumbered, the hobgoblins flee and easily outrun the dwarves<sup>7</sup>. Aspen and the dwarves are disappointed, but not surprised.

---

<sup>4</sup> It is a little strange playing solo D&D joined by my progeny. Lots of questions. Frustration about why we weren't fighting yet. Maybe this actually was a bad idea?

<sup>5</sup> He's a churchman. Don't directions count as a "favor?" If not, we are down a clue point.

<sup>6</sup> Okay, this time it was only two days to find a monster lair. I was stoked! If I can find a lair I figure I'll just make a quick cave dungeon with 1D6 of these encounters in it that make sense. What could go wrong?

<sup>7</sup> The odds were five to two. The hobgoblins had the high ground, but I thought they had a reasonable chance of just running away from the slow dwarves. I made a morale check and that is exactly what happened. Aspen groaned.



Later in the evening, the Iron Scouts encountered a stirge but it was quickly dispatched by Aspen's sickle and Sarge's shortbow.

### **Day Two:**

During the day, Brum the monster hunter takes another hour after dawn to look for any evidence of goblins. Unfortunately, he is unsuccessful in finding the nearby lair of monsters and has to start trying again.

### **Night Three:**

The four dwarves and the satyr turn North along the plateau of the mountains the third night. Both the party and a mountain ape are surprised as they just blunder into each other surprised. The party tries to communicate with the ape, providing some food to soothe the savage beast. Luckily, the beast is amenable to the food and both parties part ways without a fight<sup>8</sup>.

---

<sup>8</sup> I rolled high enough on the reaction chart and made a good CHA check for Sarge. Also, I docked the dwarves a ration, but that wasn't much of a thing.



Later that night, the party happens on some goblin stragglers coming back from some hunting and gathering. By sheer luck, the Iron Scouts manage to surprise these villains and attack looking to disable and question them.

Sarge feathers one with an arrow. Rockhead and Brum cut off their escape<sup>9</sup>. Strom and Aspen charge but both miss. The goblins counter attack, and slide a dagger into Strom's arm.

Sarge manages to grievously wound another goblin with arrows. The goblins land a shallow cut on Rockhead before he and Brum the monster slayer both knock two goblins down with their hammers. Aspen finished off the last goblin with a knife to the guts.

---

<sup>9</sup> This will probably be the Iron Scouts new tactic. A double-move just to surround a smaller force if we get close enough. Otherwise, bad guys could just run away like those lousy hobgoblins!



The dwarves take a moment to compose themselves and drink a pint or two of grog. Strom manages to revive one of the goblins and Brum coaxes out some vague directions before the dwarves take their leave and end their night at a defensible position for the next day.

### **Day Three:**

Brum is exhausted from moving at night and searching by day, and takes the night to collapse<sup>10</sup>.

### **Night Four:**

The plan for this night is to return back toward Fhanster Delving, continuing to look for clues. The dwarves decide to take it slower this night, and try to sneak up on any enemies they might encounter using stealth, sending Aspen ahead<sup>11</sup>.

Aspen happens on a Mountain Bear, but manages to stay hidden and notifies the party of the threat. A small pack of starving wolves is also encountered but again Aspen manages to stay hidden and direct the Iron Scouts away from danger. The night ends and the Iron Scouts are back toward the paths that back down the mountains, perhaps a day and a half from home.

---

<sup>10</sup> It would have taken another four days to have a chance at the next chance to find a monster lair.

<sup>11</sup> My child's idea. It ended up saving a lot of combat.

**Day Four:**

Brum continues to be a baby and is too tired to look for monsters. Sarge is disgusted with him, but can't be too mad because there aren't many monster hunters out there.

**Night Five:**

Once again, the party tries to move during the night using Aspen as a scout. The satyr encounters yet another Mountain Ape, but this time is detected. Between Sarge's arrows, Aspen's knives and Rockhead's hammer the ape is slain. Strom tends to the wounds and the rest of the night goes without incident<sup>12</sup>.

**Day Five:**

Sarge tells Brum that there is no use in looking for monsters as they are running out of rations. Brum is a little pissed at the Sarge's passive-aggression, but takes it in stride and sleeps like a baby. Aspen escapes into the night with the party's only healing potion and last twenty-five gold pieces<sup>13</sup>.

**Night Five:**

Sarge is a little steamed at being bounced by Aspen, and the continual incompetence of his monster hunter Brum, but he is happy to have two clues from the favors he did for the travellers Wibur and Egon as well as the tip they managed to extract from the goblin stragglers high in the Ostkrags.

**Final Take:**

Nothing, and all the loot has been stolen. On the other hand the Iron Scouts now have three clue points.

---

<sup>12</sup> Finally, some combat! We just stab the ape to death in the end.

<sup>13</sup> Lark and I decided that there should be a reason why there is only one episode with Aspen. Stealing is kind of bad so this is it. Chances are that Strom actually helped Aspen, too.