

# Dwarves Session Five

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| <b>Goblin Stabber</b><br>HP: 6 AC: 13<br>+1 to rear attack<br>+2 to hit 1D6 w/<br>bows or sword | <b>Bugbear</b><br>HP: 24<br>AC: 15<br>+4 to hit 1D8+1<br>Stand and fight                       | <b>Dark Mercenary</b><br>HP: 24<br>AC: 19 (+1 shield)<br>+5 to hit 1D6+1 (+1 arming sword)<br>Stand and Fight |
| <b>Goblin Choppa</b><br>HP: 12 AC: 13<br>+1 to rear attack<br>+4 to hit 1D8<br>Devil Grease     | <b>Hobgoblin Soldier</b><br>HP: 16<br>AC: 18<br>+5 to hit 1D6<br>Hear noise<br>Stand and fight | <b>Goblin Hedge-Mage</b><br>HP: 10<br>AC: 11<br>Stone Missile (1D6)<br>Sleep<br>Disguise                      |

Pronimitory of Vinchee

He was a wizard artificer of some repute - magically created this overlooking a pass  
 The ruined castle fell into disrepair as the dwarven nation moved into the area long ago.  
 There are a few artifacts of Vinchee found below

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| Scepter of the Battle Master: as an attack action, the holder of this scepter can have allies in a 40'x40' area either re-roll failed saves, re-roll a failed morale check, add 15' to the round's movement, or get +1 to hit and damage to their next attack. Tier M. | Portable Ram: on command the ram shrinks down to the size of a knife or back to the size of a stout 6' log. It can be wielded by 2 men, or by 1 who has a STR of 18. The magic power of the ram will knock down any gate, door, etc with a single swing on a standard skill check (1d6, 3+). Tier G. Scabbard | Drums of Victory: this large pair of kettle drums cause allies to get +3 to all morale checks as long as they are heard playing. Tier F. |
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**Session/Game:** Goblin War - DLN Rampage  
**Goblin War Episode 5:** Prominitory of Vinchee  
**Campaign Date:** April 21st-23rd, YOR 2021

**Date:** July 3rd, 2022

**Characters:**

**Brigit Mithralhall**, Dwarf Fighter - 3 (Quinton)  
**Bunkin Forkbeard**, Dwarf Thief - 3 (Dave)  
**Forge Sourgrapes**, Dwarf Fighter - 3 (Craig)  
**Wodger of the Wafactory**, Dwarf Cleric - 3 (Bob)

**NPCs:**

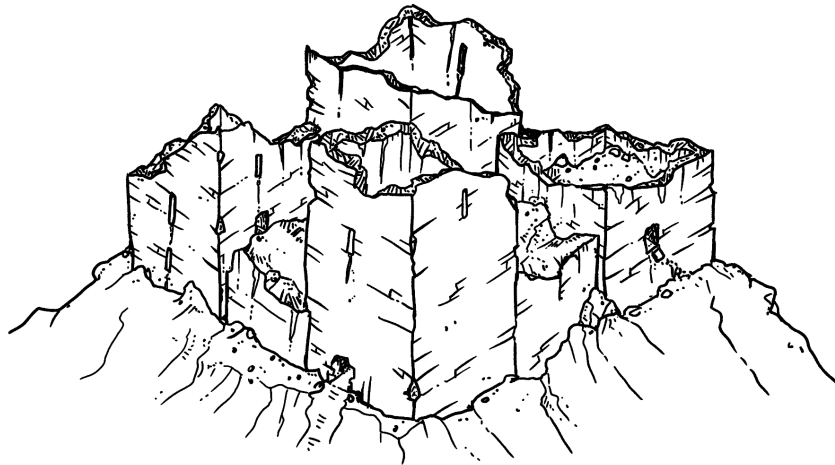
**Chet Treeskirt**, Dwarf Lackey - 3 (NPC)

**Judge:** Andrew Smith

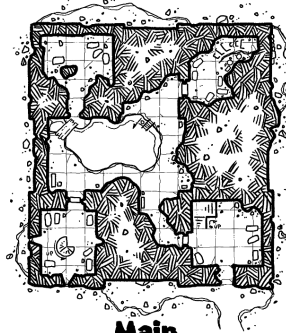
**LOG:**

The Stout Striders are dispatched to learn more about how the goblin attack will be mounted and supplied. They locate a promontory featuring a magically created keep. It overlooks an important pass from the goblin tribes to the East allowing them to travel to assault the Fhanster Delving. In an amazing happenstance, if the dwarves of the scout group are able to take this installation, they should be able to win the goblin war, or perhaps even avert it before it begins.

The dwarves learn that these towers are known as the Pronimitory of Vinchee. They do some research about the wizard Vinchee. He was an artificer of some repute. He magically created this fort overlooking the pass. The ruined keep fell into disrepair centuries ago. There are a few artifacts of Vinchee that may have been left here, including the magically created crumbling keep itself.



**Underground**



**Main**

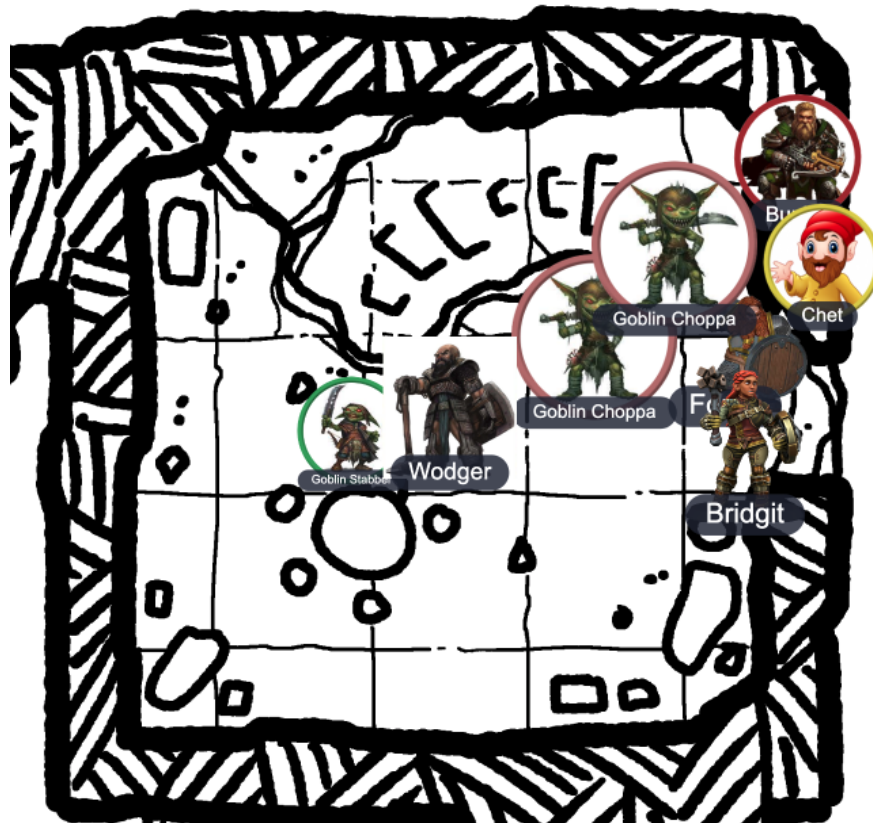


**Upper**

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The Stout Striders begin their assault on the keep up the steep stair path. They trade missile fire with the goblins on watch, and crush the bugbears outside. The pounding of drums comes from the heart of the keep. Inside the first guard room, they square off against a pair of heavily armored hobgoblins and some lanky goblin stabbers. They catch a glimpse of a human mercenary with a handsome jaw and thick, black hair among the goblins.

Unfortunately, the first push through the front door didn't get much farther than the first guard room. As the goblins mustered their defenses to counter-attack the Stout Striders made a hasty retreat, but not before taking the goblins' plans. Based on those documents, they knew they would have one more chance, but that the goblins would be ready for them.



On the second foray, the dwarves climbed through a second-story hole in the crumbling magical keep. Bunkin actually stayed on top of the wall itself and shot down into several of the open rooms of the keep. As the heroes made their way through the butchery, they once again caught sight of the human mercenary making his way to the lowest floors of the keep. A goblin mage launches a sinister owl with a tiny human skull for a head at the dwarves, catching Bunkin and Chet in a necrotic explosion. More bugbears, goblin stabbers, and a few goblin mages all fell to the dwarves. Eventually, the team made their way to the center of the keep where they learned that the drumbeats were actually those of a magical instrument meant to bolster all the goblins' morale. A one-armed troll climbed up and attacked the party, but it was drenched in military oil and burned to a crisp. The party eventually tracked the human mercenary to a hidden alcove behind a dingy curtain. Before they could talk to him, he drew his sword and attacked. He also met his demise, leaving behind only questions and his +1 shield and +1 arming sword.

The heroes find a scroll of Dispel Magic as well as several artifacts of Vinchee within the keep:

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Bunkin read the Dispel Magic scroll tumbling the installation down into the valley below, crushing hordes of goblin soldiers and closing the pass. Fhanster Delving is saved!