

**Session/Game:** Rampage/Shieldlands #30  
**The Shieldlands Episode 30: Good Time Charlie's**  
**Campaign Date:** July 23rd, CY 577

**Date:** June 9th, 2024

**Characters:**

**Bardhun Staghide**, High Elf, Magic User (Travis)

**Arturo Dethstyn**, Human Fighter (NPC)

**Sir John of Gerk**, Human Fighter (Dave)

**Mike Muggins**, Human Jack (NPC)

**Hermit Muntz**, Human Cleric (NPC)

**Gruz Bondro**, Half-Ogre Cleric (David C)

**Harry Funt**, Human Fighter (NPC)

**Thundriz**, Human Magic User (NPC)

**William Snow**, Trollson Fighter / Mage (Craig)

**Freddie Spunkmeyer**, Human Jack (NPC)

**Friar Biggins**, Human Cleric (NPC)

**Judge:** Andrew

**Log:**

*June 24th - August 1st, CY 577*

The Heroes of One Thousand Bones take some time to heal and recuperate as they reinforce their position at Petestone. The lower levels of Petestone Keep are collapsed, leaving only the dwarven levels and cutting off access to the Rift Canyon. Magic supplies are made.

*August 2nd, CY 577*

Bardhun is awakened from a dream involving being tortured by the warlord Rancid Thung by an illusory earthquake. The Snow Palace is under attack, and about half of Bardhun's gold is stolen from his room by Hoborgs who serve the Grand Overlord, Trom the Eye Gouger of Orkingrad. They escape using a Dimension Door spell.

Later that day, the party is visited by Baron Zander Guthlac of Bromley. He reveals that he is plotting a raid on Orkingrad for slaves but he managed to get his best knight slain and his left hand chopped off by Good Time Charlie. He asks for the heroes' help to get his vengeance.

*August 3rd-5th, CY 577*

The heroes travel to Good Time Charlie's Trading Post.

*August 6th, CY 577*

The heroes arrive at the trading post just as the halflings who run the trading post are about to be roasted alive by a cadre of ogres, hoborgs, and orkin. With little resistance, except for a meddling ogre mage, the heroes crush the forces of the orkings and free the halflings. Although

Charlie looks like an ordinary innkeeper, he is in actuality a mighty spirit of hospitality. By saving his friends the halflings, the Heroes of One-Thousand Bones have passed his test, and have won his hospitality.

**Epilog:**

The heroes have identified the threat of Rancid Thung to the west. The Doom Clock ticks to twelve as the heroes' fates are finally revealed.

**DOOM CLOCK: 12**