

Session/Game: Rampage/Shieldlands #31
The Shieldlands Episode 31: The Battle of Northford
Campaign Date: August 7th - August 21st, CY 577

Date: June 23rd, 2024

Characters:

Sir John of Gerk, Human Fighter (Dave)

Mike Muggins, Human Jack (NPC)

Freely Bucket, Human Fighter (Bob)

Ordinary Joe, Human Jack (NPC)

Gruz Bondro, Half-Ogre Cleric (David C)

Harry Funt, Human Fighter (NPC)

William Snow, Trollson Fighter / Mage (Craig)

Freddie Spunkmeyer, Human Jack (NPC)

Friar Biggins, Human Cleric (NPC)

Judge: Andrew

Log:

August 7th, CY 577

Wilford of Bromley, head of the Hydra Legion communicates with the heroes of One-Thousand Bones following their battle at Good Time Charlie's. Throm the Eye Gouger has mustered the forces of Orkings and is already marching south to conquer the Trimarch. The villages of Fudley, Bromley, and Gerk all are threatened. Bromley asks for the heroes' help to levy forces and meet the orc-kin in the field before they are able to cause damage.

August 8th - 9th, CY 577

John of Gerk decides that Freely Bucket should travel to Gerk to ask for forces from his mother, Hertrude IV of Gerk. Freely introduces himself to the noblewoman, and proudly displays his standard - a bucket. He is flattering, and is able to charm the older woman. Hertrude offers fifteen knights, 60 soldiers, and 200 levies, on the oath that Freely himself would lead them.

Captain Gerk travels to Fudley to meet with Lord Turpin Fudley. They two of them get along smashingly, and Fudley is generous with his forces. He leaves with 64 soldiers and about 100 levies. More will join later once they are available. Sir John of Gerk also sends his man Muggins back to Wudchester to retrieve twenty of his best fighters from there.

Wilford of Bromley is disappointed in his nephew's contribution of 60 slave soldiers, and 100 levies. Along with the knights and ley warriors of Fort Hydra, they begin mustering a force that could march by the 14th of August.

Meanwhile, Gruz and William Snow have already begun scouting the terrain between Orkings and the free villages of the Trimarch. They locate a good location to make a stand with some high ground.

August 10th - 14th, CY 577

John of Gerk and Freely Bucket join the scouting done by Gruz and William Snow. Muggins and Wilford Bromley have finished assembling the army to face off against the legion of orcs led by Throm the Eye Gouger.

August 15th - 20th, CY 577

After fighting against enemy scouts in a variety of ways, the heroes decide on an appropriate place to meet the Orkings army. The ford of the stream just north of Fort Hydra is a perfect place to funnel enemies and hold them at bay. William Snow devises a plan to build a destructible dam that could be used to crush and drown the ork forces as they begin their assault. The other members of the party help with the construction while Sir John of Gerk leaves the engineering works to the peasants and instead trains up some of the peasant levy into passable soldiers.

August 21st, CY 577

The two armies meet at the ford in the stream, known locally as Northford. There is a brief parlay before the fight in which Throm the Eye Gouger introduces his mighty allies, Guapo the Assassin, Housh the Witch Docktor, and an orcish wizard known only as "The Hag."

The battle is joined. The initial rush of orks through the false ford are washed away by William Snow's booby trapped dam, killing over 150 enemy soldiers. The true ford is identified, and the forces of Orkings attacks. The soldiers of the Trimarch, supported by the Shoot Masters and Bill Squad Falco hold the line against wave after wave of orcish soldiers.

In an attempt to break their enemy's morale, Sir John of Gerk rides bravely into the teeth of the enemy and slashes the drummers to ribbons. Freely Bucket uses a potion of invisibility and speeds his way toward the command group. There, he has some issues with a number of additional invisible killers who support Guapo the Assassin, but he is saved and supported by Sir John.

As the battle rages, the ground rumbles ominously. Three titanic purple monstrous worms erupt from beneath the ground behind the heroes' lines. Despite Sir Bromley's efforts, they begin to crush the less experienced members of the Trimarch armies. William Snow's magic wears away at the enemy, and helps Sir Bromley crush the worms. Throm the Eye Gouger escapes underground along with Housh the Witch Docktor and the last purple worm, but the mercenary orc army is broken and flees the field.

Sir Wilford of Bromley is sorely wounded. The heroes take stock of the remaining forces of the Trimarch after the fight. Only about half of the levies survived the fight. Nearly all the actual soldiers survived except for those caught out by archery fire. Both slave cadres were unused and managed to survive. A third of all the knights were slain by the worms, taken more or less evenly from Castle Hydra and Gerk.

Unfortunately, even as there is a celebration in the Trimarch there is more evil menacing. The armies of the west are amassing under the banner of Rancid Thung. Unless the heroes of One-Thousand Bones can conceive of another way, the Trimarch will face an even greater maniacal horde, and will be powerless to stop it.

Epilog:

The heroes have identified the threat of Rancid Thung to the west. The Doom Clock hovers at twelve as the heroes' final fates hang in the balance.

DOOM CLOCK: 12