

Session/Game: Rampage/Shieldlands #4

Date: April 16, 2023

The Shieldlands Episode 4: The Quest of the Damsel's Tower, part 1

Campaign Date: May 21-25, CY 576

Characters:

Normlan of Chendl , human, Cleric-Militant-3, L (Andrew)

William Snow, Trollson, F/MU-2, N, (Craig)

Ramjam, human, Jack-1, Lawful (henchman)

Jondar Garvit , human, F-3,L (Travis)

Ikarus, changeling, jack-3, L (Quinton)

Piscis Lac the Jack, Catter, Jack-3, N (Luke)

Jakcolos, sprite, Jack-3, N (David C.)

Judge: Dave N.

The Quest in Motion, Fudley Manor, May 21, 576.

At one of Baron Turkin's banquets for his knights, a stranger elf named Landiffuum entered the hall of the manor and begged the Baron for knights to save a fellow Elf-Mystic trapped in Damsel's tower. The Baron granted one knight to go on the quest. Of all the 14 knights present, only Sir Normlan of Chendl volunteered. Baron Turkin lent him a warhorse, riding horse and pack horse and the use of the physician Ikarus to act as his varlet.

Landiffuum was slightly disappointed that only one knight was being dispatched, and warned Sir Normlan that the quest would be very perilous. He handed a bag of magic powder over to Normlan and said it was the only means of releasing the other mystic, by the name of Rebbofuum, from her magical imprisonment. Sir Normlan went to Shedley's in East Fudley and gathered his old comrades William Snow (and his henchman Ramjam), and Jondar Garvit for the quest, and also recruited a pair of Jacks (Piscis and Jakcolos), taking those Jacks off the hands of Shedley to join them.

Toward Charlie's, May 22, 576

The band headed north toward Good Time Charlie's Trading Post, but were stopped by a terrible rain storm, losing half a day's travel and camping in the woods. A small group of Kobold Muggers tried to rob them during the night, briefly grabbing Normlan's coin purse before he grabbed it back. They returned later, but Piscis killed one of them dead and the others fled.

Everyone Has a Good Time at Charlie's, May 23, 576.

Reaching Good Time Charlie's at mid-morning, they stopped in the bar for some gruel and liquor. Apart from 2 groups of humans, there was a table full of 4 hoborgs (suck) being they're usual obnoxious selves. The questers found some information from the halfling barman Mingo and the halfling barmaid Letetia, but Jondar was constantly being annoyed by obnoxious hoborgs. Jondar asked one hoborg what he was drinking, and when he stumbled about his answer, Jondar said "Spit it out", so the hoborg spat it all over Jondar. Suddenly, despite repeated warnings from the wait staff that this would anger Charlie himself, and nobody wants to anger Charlie, it was go time.

Jondar and William began fighting with two hoborgs, who were soon joined by another who had been hiding in the rafters. Normlan and Ikarus packed up and left through the back door and Jakcolos hustled out the front door and drew his bow. Jondar, William and Ramjam

killed 3 hoborgs inside. Jakcolos shot at a fourth who fled through the front door, but who escaped. Normlan and Ikarus let the last one sidle away. Although Charlie himself had not yet appeared, the party decided to flee immediately.

Jack-Offs Beat off Bits of Sick, May 23

Fleeing down the river road, they find a fork. Left looked to head directly to the river, but smelled absolutely awful. Right looked very rocky and treacherous and they spotted a band of hobgoblins in the distance. The party decided they didn't want to deal with stink and decided to attack the hobgoblins.

Sir Normlan rode ahead to taunt the hobgoblins into following him into reach of his comrades ambush. The 14 spear-hobs advanced first and formed 2 shield walls, separated by some distance. 5 crossbow-hobs appeared over the hills, but were quickly massacred by arrow fire from the hidden Jacks. Sir Normlan tried to flank them, but riding around a hill, spotted their war priest and bugbear captain. When the shield walls had advanced far enough, Jondar tried his mighty war cry, but it failed to panic the hobgoblins. William tried a *Fear Spell*, but Mutthaborger, the hobgoblin war priest, countered it with an *Encourage Spell*.

The hobgoblins (from the Bits of Sick Tribe, known for scalping) rushed Sir Normlan who had returned to the center of the action. He took some wounds, but withdrew safely. William threw a *Sleep Spell* at the first line, sleeping many. However, the well-trained second line of the hobgoblins rushed up and awakened the sleepers. The bugbear captain, Nasty Face-Biter rushed forward and clobbered Jondar, critically wounding him. However, the arrow fire from Ramjam, William, Jakcolos and Piscis killed the Captain and broke the resolve of the remaining hobgoblins who fled into the rocks. Seven of the Spear-Hobs and the Priest escaped. Jondar was soon put back on his feet.

Rocks, Rocks, Elf, Rocks, Desertion May 24

The party took the rocky path, wasting a whole day because they had no pathfinder and trusted Normlan to lead the way. Around 2:00pm, they encounter what they thought was Landifuum, but turned out to be another Elf mystic named Yaggofuum. This guy claimed that Landifuum was trying to lead his sister, Rebbofuum, astray when she was abducted to some mysterious tower. They decided to not get involved with this new guy and traveled forward. Sometime during the day Piscis caught sight of a delicious looking bird and ran off, followed by his spritely pal Jakcolos. Normlan, William, Ikarus and Jondar were unable to find the Jacks and decided to waste no more time and keep going.

Snake Doom, May 25

Normlan, Ikarus, William, Ramjam and Jondar reached the Damsel's Tower. William insisted that he rest to regain spells before daring the tower and so they set camp. However, during his watch, Jondar spotted a giant snake and charged it. He nearly killed it in one blow, but nearly wasn't good enough. It bit Jondar and poisoned him. Despite Ikarus' treatments and herbs, Jondar couldn't be saved and died. Normlan decided to withdraw from the Tower and return with more men.