

Session/Game: Rampage/Shieldlands #6
The Shieldlands Episode 6: Smrtboyz Smashed
Campaign Date: June 1st, CY 576

Date: May 14, 2023

Characters:

Apollo Greed, human Fighter-Jack 3 (Craig)
Bardhun Staghide, high-elf, Magic User 3 (Travis)
 Zukerdog, Human Jack 2 (NPC)
Jakcolos, Pixie Jack 3 (David C)
Sir John of Gerk, Human Fighter - 3 (Dave)
Petrichor Silverleaf, Half-Elf Cleric-Spiritual - 3 (Quinton)
 Stanford the Poacher, Human Fighter 2 (NPC)

Judge: Andrew

Log:

June 1, CY 576

The heroes arrive in Petestone after being cajoled by Baron Petestone, a crabby old dwarf who has offered title and cash for helping him to reclaim his barony right by the Great Rift. Petrichor hires Stanford the Poacher. Sir John has his first encounter with the widow Griselda, and Apollo Greed is approached by the quirky gadfly Lile. Bardhun hires Zukerdog.

The Heroes of Two-Thousand Bones head toward the Nasty Hills. There they find a clan of goblins who call themselves the "Smrtboyz." Sir John tries to cajole the goblins into attacking, but they misunderstand his meaning. However, once the goblins start to bite "Old Lamo" the horse the fight is on. Despite all sorts of devilish traps including jury-rigged ballistae, a greased-up room, a rope bridge ambush, an acid tripwire trap, and a gigantic cling-fire bomb, the heroes manage to just murder the cannibal goblins. As they reach the throne room of the "Jeaneus" leader of the "Smrtboyz," Jakcolos shoots the master craftsman goblin dead. The Boners collect a small fortune in alchemicals and return to Tramphollow.

In Tramphollow, the heroes are approached by Sivart who trades a scroll of Lightning Bolt for a cask of cling fire, thinking the cask was full of liquor. Despite thinking the explosion funny, Sir John saves the drunk's life and promises to return with real alcohol.

June 2-4, CY 576

The heroes head to East Fudley, sell their wares to the merchant Marcello Bountic, and return to Petestone. Sir John rides all night to settle the debt with Sivart, who appreciates his promptness.

June 5, CY 576

The Boners decide to take a look at the Grey Pond area. They witness a most lovely woman sunbathing in the spring sun on a mound. They head to a ruined chapel and find the belongings of an old woman along with some Death Sand and Holy Water. As they leave, they are set upon by some conjured imps but they are quickly dispatched. The beautiful maiden is nowhere to be found when the party empties out of the chapel.

The heroes head toward a marshy section, soaked through and featuring a few bodies laying in the sucking mud. Bardhun spots a coffer half-submerged in the muck. Jakolos pushes himself out on Sir John's shield, tethered by fifty feet of rope to "Old Lamo." As the bodies spring up to attack, Sir John of Gerk rides off dragging the Pixie jack. Bardhun puts most of the undead to sleep using the Death Sand and six silver trade bars are recovered from the coffer.

Finally, the heroes move toward the ridge toward the far west end of Grey Pond where two cave entrances are guarded by Lizardos. As the party approaches, several more Lizardos including a leader type and two Turtors emerge with two man-sized lizards. There is a brief parlay where once again, Sir John of Gerk tries to get a rise out of the barbarians but they are more interested in selling alchemical sand. Apollo Greed shoots the leader with his crossbow and the fight is on. Things are going great for the Boners, as Bardhun's sleep spell lands and Sir John rides down several of the Lizardos. Bow fire from the jacks remove the Turtors and one giant lizard from the equation. However, the cold-blooded barbarians counter by waking their comrades and successfully casting a spell that roots Sir John in place. Bardhun uses his scroll of Lightning Bolt, and incinerates half the lizard folk as the Lizardo leader flees into the caves. The Boners decide that discretion is the better part of valor and leave the site before more monstrous barbarians emerge.