

Session/Game: Rampage/Shieldlands #1

Date: March 5, 2023

The Shieldlands Episode 1: The Return of the Bromley

Campaign Date: April 17, CY 575

Characters:

Andrew: Jankin Heartbreaker (human, MU), Percival the Courteous (human, fF), Bulwark Swanson (human F), Normlan of Chendl (human, C), Drodo Hustle (halfling, J).

Bob: Three human fighters, "Bloody Joe" (half-elf Jack), Nameless Halfling Jack.

Craig: William Snow (Trollson, F/MU), Tony the Tan (human, CS), Apollo Greed (humanF/J), Stringfellow Jack (halfling J), Mytazmo (human MU).

Dave: John of Gerk (human F), Gnomelash! (gnome J/MU), Burt (dwarf, J) Osric Hellaxe (human, F). Father McBeans (human CM).

Travis: Loth Rolo (elf, J), Reth Grimborn (human, CM), Jondar Garvit (human F), Bardhum Staghide (elf MU), Gryll Kuhn (elf J)

NPC's: Sir Wilford of Bromley, captain of Hydra Company; Finkleberry, company chef.

Judge: Dave N.

Prolegomena:

The tale begins as Sir Wilford of Bromley, Knight-Captain of Hydra Company turns to his men and says. "Lo! There is our watchtower, now in the hands of goblins, but the regiment from Gerk, Bromley and Fudley are about to be rushed from behind by werewolves. You score of dismounted men (i.e. our heroes) it falls to you to seize the tower and hold it until relieved, while the rest of us save the Trimarch regiment. In the name of Pholtus, St. Cuthbert and the Shield, advance to victory. Check your gear, check it often."

If the regiment of Trimarch should be destroyed, the march would be devastated and indefensible. Sir Wilford, therefore must take the half of the company that has silver or magic arms to save them. However, the only way to dominate and defend the river ford is to hold the observation tower. Unless that be done, the Horned Society will be able to send more and more troops across and the northern reaches of the Shieldlands would at best suffer a severe ravaging. Therefore, your half of the company must deal with the goblins stationed there.

Sir Wilford of Bromley



LOG:

April 17, 1000 Bones, Northern Shieldlands

As Sir Wilford rides off to rescue the Trimarch Regiment, the Fighters of the 1000 Bones section of Hydra Company advance in a rush toward the watch tower. Gnomelash! Uses magic to disguise himself as a goat, to avoid arrow shots. With the help of many spells, the front line of fighters breaches the front gate of the tower. However, both Normlan of Chendl and Jondar Garvit are critically injured by goblin arrows. One of the elf jacks has his bow string break during the early shooting, he therefore joins a halfling and a couple of wizards when they rush off to the right to kill some goblins who had been put to sleep by one of the wizards, in order to loot a new bow.

Bloody Joe and Bulwark Swanson are then also critically wounded by arrows as a new goblin squad shoots into the tower grounds and rear ranks of the troops. The company chef, Finkleberry, manages to save Jordar and Normlan, but he himself does take a minor arrow wound. Father McBeans and Osric Hellaxe attempt their "trip 'em and chop 'em" combo, but Osric proves himself a disappointment again and again.

Soon, the goblin resistance utterly collapses and the tower is firmly in the hands of Hydra company. Jordar and Bulwark are both healed sufficiently to rejoin the fight, but Bloody Joe and Normlan will have to wait till after the battle. It is only 15 minutes before a company of over 50 hobgoblins return from the eastern part of the battle. The hobgoblins, some carrying ladders, begin to assault the tower from all sides.

The resistance is rather strong. Tony the Tan endarkens one siege ladder with his magic. Various hobgoblins are shot off ladders or ensleped to force them to drop ladders. However, on the north side, some hobgoblins do breach the fence and a general brawl breaks out. Bot John of Gerk and Reth Grimborn leap the stockade in the south to attack the hobgolins there.

Unexpectedly, however, just at this moment, Sir Wilford arrives with 6 of his knights and sergeants to drive against some of the squads in the south. The battle is soon over as hobgoblins are slaughtered right and left from the tower and on the outside.

Epilogue

After the securing of the tower, the Horned Society force could neither escape nor be reinforced. The Shieldlands has won a victory at the Third Battle of 1000 Bones. The victors of the tower battle vow to meet up in a year, if possible and possibly adventure together.

Bromley arrives as the enemy storms the tower:

