

**Session/Game:** Rampage/Shieldlands #12

**Date:** August 6th, 2023

**The Shieldlands Episode 12: Rude Boyz Crash the Party**

**Campaign Date:** August 18th - September 11th CY 576

**Characters:**

**Bardhun Staghide**, High Elf, Magic User - 4 (Travis)

**Dethstyn**, Human Fighter - 1 (NPC)

**Sir John of Gerk**, Human Fighter - 3 (Dave)

**Herald Bartleby**, Human Jack - 2 (NPC)

**Mike Muggins**, human Jack - 2 (NPC)

**Fist of Doom**, Six Barbarian Mercenaries

**Ikarus**, Changeling Jack - 4 (Quinton)

**Gryll Kuhn**, Wood Elf Jack -1 (NPC)

**Reth Grimborn**, Human Cleric-Militant - 1 (NPC)

**Milton of the Dirt**, Human Mage - 1 (NPC)

**Rolando**, Human Fighter -1 (NPC)

**Jakolos**, Pixie Jack - 4 (David C)

**Stumgor** Dwarf Fighter - 3 (NPC)

**Enchanting Susan**, Human Magic User - 1 (NPC)

**Flank Masters**, Four Jack Mercenaries

**Freely Bucket**, Human Fighter - 3 (Bob)

**Dert**, Dwarf Jack - 1 (NPC)

**William Snow**, Trollson Fighter / Mage - 3 (Craig)

**Freddie Spunkmeyer** Human Jack - 2 (NPC)

**Judge:** Andrew

**Log:**

*August 6th - 12th*

Sir John and all his men escort the building company to the hills where the abandoned mine lies.

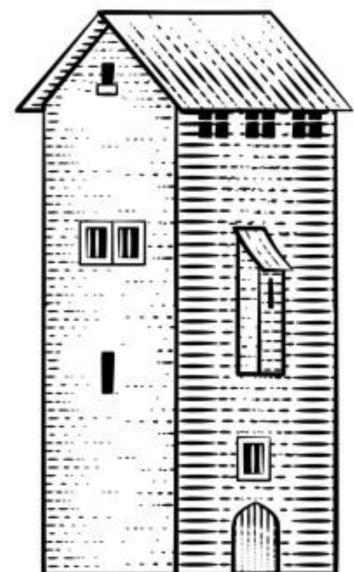
*August 13th*

The building company begins construction, with Sir John and company on watch.

*August 19th*

Most of the remaining heroes of One-Thousand Bones journey to Admundfort to sell off their gains.

*August 20th*



The square wooden tower of Wudchester is completed.

*August 30th*

The house is complete at Wudchester

*August 25th*

The heroes arrive in Admundfort and do some more recruiting. Petrichor sees a follower of Zander of Bromley trying to recruit a group of goblin mercenaries. He takes the time to tell the goblins that they are in danger and should rethink working for the slaver baron. Now boasting the numbers of a small army, the heroes prepare to return to Petestone Barony.

The barn is completed at Wudchester, the steading of Sir John of Gerk.

*August 30th*

The house is completed at Wudchester.

*September 5th*

The palisade sections of Wudchester are completed and the building company departs.

*September 7th*

The contingent of the Heroes of One-Thousand Bones return to Fudley from Admundfort. Ikarus is made the Royal Chirurgeon of Fudley in a perfunctory ceremony in exchange for the rights to land in East Fudley.

*September 10th*



The Heroes of One-Thousand Bones arrive at Wudchester. A party is thrown, during which Sir John declares Bartleby his Herald, Mike Muggins was promoted to Butler of the Wudchester, and himself the Captain of Wudchester.

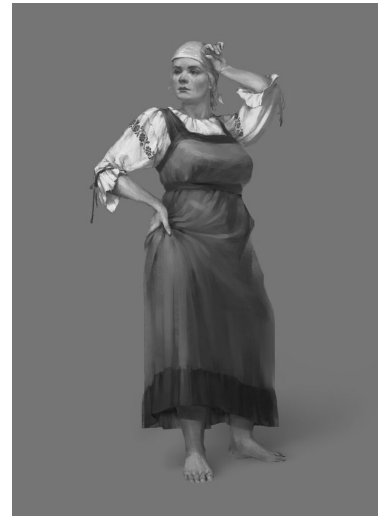
That night, during the second watch the entire outpost is roused by boulders crashing into the timber tower of Wudchester. A force of bugbears along with a troll and a giant are attacking! The Heroes of One-Thousand Bones return fire while Sir John and Freely Bucket run down the bugbears. The Fist of Doom particularly makes their presence known, crashing into the bugbear's lines. Despite taking heavy casualties, they tore the bugbears to bits.

The party quickly realizes that this group of mercenaries were well paid and guided by an augury to Wudchester. It is obvious from their livery and tattoos that they are members of the Rude Boyz clan from the Nasty Hills. Sir John of Gerk makes an impassioned speech, swearing vengeance on these inhuman monsters for their assault on his new home.

### *September 11th*

The heroes of One-Thousand Bones assault the timber keep of the Rude Boyz. Despite stiff resistance which resulted in both Sir John and Freely Bucket being defeated in battle, the heroes prevailed. The bugbear warlord, Stankgrim the Undefeatable is slain by dire magics cast from a scroll by Bardhun. The heroes free about eighteen slave workers along with some crude farming equipment, seed corn, and livestock. Sir John resettles these poor peasants in the shadow of Wudchester. He dubs their leader, an armor named Robert Harr mayor of a new settlement of Wudham.

On the way home, the heroes decide to stop at Tramphollow, perhaps thinking that it was empty. However, during the day they see the people of Tramphollow once again outside, but still very uncomfortable and strange. The heroes realize that they are being held hostage by ten Hoborg gangsters resting and hiding throughout the settlement. They systematically go door to door killing hoborgs as they pop up and free the town. The Widow Griselda welcomes Freely Bucket into her home. He accepts, and ends up staying for quite a while. In time, perhaps Freely might grow to be known as Bucket, Lord-Protector of the Tramp's Hollow.



### **Epilog:**

Unbeknownst to the heroes, a force of elite ogres and giants were able to pass through Petestone Keep on their way west toward parts unknown. Without the heroes' intervention, the Doom Clock once again advances by one rank.

### **DOOM CLOCK: 5**

