

Session/Game: Rampage/Shieldlands #13

Date: August 20th, 2023

The Shieldlands Episode 13: Cleaning Out the Nasty Hills

Campaign Date: September 11th - September 17th CY 576

Characters:

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

Dethstyn, Human Fighter - 1 (NPC)

Sir John of Gerk, Human Fighter - 4 (Dave)

Mike Muggins, Human Jack - 2 (NPC)

Gruz Bondro, Half-Ogre Cleric Militant - 3 (David C)

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:

September 11th - September 13th

The Heroes of One Thousand Bones travel to Fudley and back. They sell their gains and return to Wudchester and Tramphollow. The new Captain of Wudchester, Sir John of Gerk sets to planning with the other heroes Bardhun, Freely Bucket, William Snow, and their new comrade in arms, Gruz Bondro.



Gnomelash and William Snow make and exchange scrolls to add to their respective spellbooks. Sir John of Gerk tasks his men with traveling to Fudley to do some shopping to feed and equip Wudham and Wudchester (see the schedule of purchases below).

The heroes take some time to look for Lord Petestone the Holy in Admundford and Fudley, but are unable to locate him. Burt insists that he is at his lavish apartments in the capital city, while his servants in Admundford insist he is in Fudley overseeing the reclamation of his barony.

September 14th

Motivated to get more riches from the Nasty Hills, the Heroes of One Thousand bones sneak toward the camp of the Big Choppas. These polearm-equipped bugbears are a mercenary force who keep several families of gnomes as slaves to tend to the flocks of sheep and fields of wheat that they use to enhance their diets. The Big Choppas'

leader, Gog Mola magically leaps to meet the challenge of the party only to be beat down by Sir Gerk, Freely Bucket, and Gruz Bondro.

The heroes loot the bodies and of the bugbears. A thorough search of the bugbear leaders' quarters reveals a discarded message written in Fruz from the "Concierge of the Escalator Hotel" asking to pay the Big Choppas to defend Petestone Keep.

Five families of five gnomes each are saved. They all are accomplished sheep herdsman and farmers. The Abner, Dundee, and Eadford families decide to settle in Wudham while the Bonyon and Cordren families are hosted by Freeley Bucket in Tramphollow.



September 15th

The party rests comfortably at Wudchester, plotting their next move. They decide that the appropriate course of action is to complete the clean-up of the Nasty Hills, removing the Skank Vomit goblins and the Ded Hed Krew.

September 16th

The heroes march out to the Skankvomit clan's home. Gruz takes some time to buy out the stock of the acid kiosk that the clan runs before they are ordered to leave or die. With a whole lot of grumbling, the goblins realize their plight and decide to move on to the North and East under duress.

Captain Gerk and his forces then challenge the Ded Hed Krew on their own turf. Their leader, Glum Runyon refuses to back down and the fight is on. Despite losing two horses to missile fire, and the non-combatants nearly murdered to death by hidden Hoborgs, the task force mows through the dwarves and orcs then just chops the lookout tower down to stab the skilled orc archers to death as they wail in agony.

September 17th

The heroes return to Fudley to sell off their gains.

Epilog:

By clearing out the threats from the clans in the Nasty Hills, the Heroes of One-Thousand Bones are able to prevent problems arising from their eventual unification and attack in the future. The Doom Clock does not progress during this session.

DOOM CLOCK: 5

SUPPLYING WUDCHESTER AND FOUNDING WUDHAM: THE FIRST STAGE:

Sir John is undertaking to make Wudchester more of a home, and needs to furnish and supply it better. He also needs to get a large amount of tools and supplies of various sorts to allow his new villagers to begin creating the village itself. The material remains Sir John's property.

Under the supervision of Herald Bartleby, 2 of the Fist of Doom and 6 of the villagers will go to West Fudley, buy 2 carts and 4 mules, and all the items listed. Until the shipments start to arrive, the villagers will have to camp out in the fort and eat their corn. Once the tools, clothes, utensils etc. arrive, they can begin to construct the village beginning huts at the base of the hills, but that'll be stage 2.

The total cost will be **1397gp**. If it requires several trips, so be it. If a few of the fancier items need to be ordered, so be it.

Purchases for the Village of Wudham

2 Carts 200gp
Tack: 10gp
4 Mules: 80gp
1 plow: 20gp
10 shovels: 5gp
10 boxes of nails: 1gp
1 2-man saw: 10gp
4 hand saws: 4gp
2 sledge hammers 4gp
2 pruning hooks: 6gp
2 block and tackles: 10gp
5 small hammers: 10gp
20 blankets: 40gp
5 10-gallon casks: 20gp
2 rakes: 3gp
20 bushel baskets: 2gp
60 tallow candles: 1gp
2 drills: 1gp
2 scythes: 8gp
2 sickles: 2gp
5 lumber axes: 15gp
19 sets of cheap trousers and shirts: 19gp
1 set of fair trousers and shirts: 4gp
20 pairs of shoes: 8gp
20 sets (wooden spoon, wooden fork, pottery cup, beer mug, spurtle, corncob pipe) 2gp
2 wheelbarrows: 18gp
20 spears: 40gp
Whistles x10 10gp
Drum x1: 25gp

Purchases for the Fort of Wudchester and Sir John

3 Flags and 3 poles: 27gp
Large Bed: 20gp
Bunk Beds x5: 100gp
Tables x3: 45gp
Cots x16: 48gp
Throne x1: 50gp
Arms Racks x5: 25gp
Benches x5: 10gp
Chairs x2: 10gp
Stools x4: 4gp
Set of Kitchen Pots: 25gp
Cabinet x4: 40gp
Lead Candle-sticks (2 candles each) x5: 10gp
3 casks of uncooked rations (70 man/days each): 60gp
4 casks of average ale: 24gp
2 barrels of cheap ale: 16gp
1 cask of good wine: 77gp
1 strong box: 15gp
4 wooden chests: 44gp
2 sets of fine quality trousers and shirts: 40gp
2 surcoats: 20gp
4 tabards: 20gp
Wax candles x250: 30gp
4 barrels 24gp
Whistle x3
Drum x1: 25gp
30 metal spoons, 30 metal forks: 6gp
60 beer mugs: 3gp
60 pottery bowls: 3gp
Solid Gold Spurs: 75gp
Knight's belt: 5gp
Fancy Scabbard: 15gp

Total: 1397gp