

**Session/Game:** Rampage/Shieldlands #18

**Date:** November 12, 2023

**The Shieldlands Episode 18: Treasury of Shar Ghambo**

**Campaign Date:** November 11—December 22, CY 576

**Characters:**

Ikarus, changeling, J-5, L (Quinton)  
Gryll Kun, wood elf, J-3, L (henchman)  
Reth Grimborn, human, CM-3, L (henchman)  
Milton of the Dirt, human, MU-3, L (henchman)  
Sister Payne, human, CM-2, L (henchman)  
Rolando, human, F-2, L (henchman)  
Tyr of Celene, elf, CM-1 (henchman)  
Freely Bucket, human, F-5, N (Bob)  
Dert, dwarf, J-2, L (henchman)  
Gruz Bondro, half-ogre, CM-3, lawful (David)  
William Snow, trollson, F/MU-4, (Craig)  
Freddy, human, J-3 (henchman)  
Friar Biggins, human, CS-1, L (henchman)  
Joe Boggs, human, J-1, (henchmen)  
Prancing Doom, elf, F-1 x8 (mercenaries)

**Judge: Dave N.**

*Tramphollow, November 11*

Sivart the semi-erudite village drunk approached his liege-lord Freely Bucket and offered to sell him a treasure map in exchange for a cask of beer from the new village brewer. Bucket accepted and saw that north of the Fellreeve Forest was labelled the Treasury of Shar Ghambo (you had him at Treasury), and there was a note saying that a Relic of Dalhver Nar was hidden amongst the treasure. Bucket gathered Snow, Gruz, and Ikarus and instructed them to gather supplies and their henchmen for an expedition.

Realizing that they didn't really know where the Fellreeve Forest was, they sent a messenger to Wudham to summon Gnomelash! by shooting a flaming arrow into the sky at night from the village. Gnomelash! soon appeared, and since he had a regional map in his secret lair was able to point out that the forest was the border area between the Bandit Kingdoms and Rovers of the Barrens. The Task Force Bucket was soon ready with a travel plan and supplies.

**PART ONE: THE TRIP OUT:**

November 12: The Task Force heads north.

November 13: They ambush and kill 8 bandits from the army of General Klar.

November 14: They make excellent progress, finding a section of old Aerdy Kingdom road.

November 15: They kill a badger who was carrying a silver goblet.

November 16: Make steady progress.

November 17: Gruz makes a miscalculation and the waste the day lost.

November 18: William Snow shoots an ermine and they take the valuable pelt.

November 19: They find an ancient burial site and recover 700gp.

November 20: Make steady progress

November 21: They are challenged by 11 bandit spearmen from General Klar's army, but a fireball from Bardhun and swarms of arrows and lesser spells massacre them in their shield wall.

November 22: They once again get lost and waste the day.

November 23: Make steady progress and reach the Fellreeve Woods

November 24: They enter the woods, but Ikarus leaves his wagon and draft horses outside the woods, guarded only by Sister Payne.

November 25: the Task Force is attacked by surprise during the first watch by 20 wolves. The wolves kill 3 members of the Prancing Doom and chew on their delicious meat. They also kill Reth Grimborn and tear up Ikarus rather badly. The task force awakens and kills the 4 wolves attacking Ikarus, but the belly-filled remaining 16 wolves disappear into the night.

November 26: after some quick funerals, the Task Force makes steady progress through the woods; but Sister Payne is attacked by 12 Horse Archer Raiders from General Klar. They kill her quickly and steal her stuff, the wagon, its contents and the draft horses. Hail Klar!

November 27: The task force finds a groovy elf path in the woods and makes excellent progress.

November 28: having wandered off the elf path, they waste a day lost.

November 29: They remain lost a second day.

November 30: near the northern edge of the woods, they find a treasure chest hanging from a spider web from a tree. William uses his magic boots to haul it down and they discover several hundred gold pieces inside. At the end of the day, they spotted "Battle Mountain"—actually a rock outcropping rather than a real mountain, on the plains to the north.

## **PART TWO: LOOTING THE TREASURY**

December 1: The task force climbed up Battle Mountain and found a tunnel that led to a shaft down to the treasury. Gruz and Bucket made their way down the shaft first. However, when they reached the bottom, they were surprised and cut to ribbons by 10 large acid beetles. A hasty rescue mission followed in which the bulk of the bugs were held off from the party by Milton's Dirt Pile spell, allowing Gruz and Bucket to be patched up. After a long slow slog where the bugs tunneled through the pile, the task force finally killed them all. They decided to retreat to the surface and sleep over night.

December 2: The Task Force returns to the Treasury. After many hours of sucky, shovel-less digging, they cleared the dirt pile and proceeded to another chamber. Here they were confronted by 4 summoned Hell Hounds. Bucket was bitten and scorched very badly on the first attack, but then he withdrew as Gruz, guarded by a Protection from Chaos spell, took the lead. William Snow used his magic boots to leap over the front hounds and attack the rear ones. He took some flame breath which destroyed his Spider Silk Shirt. Eventually, the hounds were ground down and slain.

They task force spent an hour or two searching the walls of the 2 chambers and connecting corridor for secret doors. Bucket himself found one, at last, in the middle of the connecting corridor. This opened to a narrow corridor leading to a metal door. Bucket and Dert moved down the hallway, and Dert was unable to get the door open. As he walked back, he has injured by a pit trap filled with spikes and poison. Gruz came forward and used a pry bar to "bust" the door open. Beyond, was a squad of 16 warrior skeletons who rushed forward and wounded Gruz causing him to withdraw. Another Dirt Pile Spell cut off most of the warrior skeletons. Bucket, with missile and spell support killed the batch on his side of the pile. Eventually, they decided to use an alien grenade to blow up the dirt pile to gain access. A fireball from Bardhun and a few rampages later, the warrior skeletons were wiped out and the treasury laid bare.

Inside, they discovered a big pile of silver, just lying on the ground, several scrolls, over 1000gp, and a jeweled censer of great value. More than that they found a Tooth of Dahlver Nar, a relic of a mighty cleric of yore. It radiated extreme magic, but they were unable to discover its function.

### PAR TTHREE: THE TRIP BACK

December 7: The Task Force finds the mangled remains of Sister Payne.

December 10-15: Overwhelmed by mysterious miasmatic fumes, they wander in circles for several days.

December 22: The Task Force arrives home.

### SIVART'S MAP

