

Session/Game: Rampage/Shieldlands #21

Date: January 7, 2024

The Shieldlands Episode 21: Hell Comes to Bumtown

Campaign Date: January 20—February 17 CY 577

Characters:

Ikarus, changeling, J-5, L (Quinton)
Gryll Kun, wood elf, J-3, L (henchman)
Milton of the Dirt, human, MU-3, L (henchman)
Rolando, human, F-2, L (henchman)
Tyr of Celene, elf, CM-1 (henchman)
Freely Bucket, human, F-6, N (Bob)
Ordinary Joe, human, J-1, L (henchman)
Apollo Greed, F/J-3, N (Craig)
Demetria, human, CM-2, L (henchman)
Sloppy Jimbo, human, J-2, L (henchman)
Bardhun Staghide, MU-6, L (Travis)
Arturo Dethstyn, human, F-3, L (henchman)

Guest Starring: William Snow, trollson, F/MU-4, (Craig)

Special Appearance by: Herald Bartleby, human, J-3, N, (mercenary)

Judge: Dave N.

Tramphollow, January 20

As Bucket wandered out of Griselda's place to use the outhouse sometime after sundown, he was confronted by a demonic figure with a pumpkin head, carrying a scythe, and riding a demonic horse. The creature repeatedly charged and slashed Bucket until the warrior lay bleeding and unconscious in the middle of the village. The demonic horseman then rode off cackling into the night. Bucket's trusty sidekick, Ordinary Joe managed to save his life and get him to where he could heal.

Fudley, January 21

Having not yet heard of Bucket's beating in Tramphollow, Apollo was taken aback when he was assaulted by the same demonic-pumpkinish being on the streets of Fudley the next night. Apollo escapes the scythe of the rider by climbing to the roof of a nearby shed. Meanwhile, many of his friends in William Snow's house nearby are alarmed and confront the monster. They find many of their blows and spells ineffectual, until Demetria manages to stun the creature momentarily with a Stun Blasphemer spell, allowing the whole crew to escape to the safety of the small church of St. Cuthbert in East Fudley. The pumpkinator circled the church for a while and then road off.

Fudley, January 22

Bucket arrives in Fudley to consult about the demon attack, finding out that the Fud Crew had experienced the same problem the previous night. They all sheltered in the small St. Cuthbert church when the sun set. The demon returned and circled the church in anger. The team decided to attack him and with the help of several Stun Blasphemers from Demetria they managed to smash up the demon who vanished as its horse road off to the east. At this point they decide to consult with Father Fitzsimmons, the rector of East Fudley. He said the

being was probably a Pumpkin Reaver Demon, but that information wasn't particularly helpful, since it was just a name. They then realized that William Snow was in possession of a holy relic, one of the teeth of Dalhven Nar. They consulted with William and when Father Fitzsimmons used an augury spell to reveal that inserting the tooth would be nothing but beneficial for the next hour, William decided to insert it into his own mouth. He found that he had gained the power to bestow a 6-round Blessing (+1 to hit, damage, and saves) by touch at will (1 per round).

Jacobus, January 23

In the morning, Apollo, Bucket, Ikarus and Bardhun and their henchmen decided to try to track down where the demon came from. They traveled to Jacobus, intending to spend the night in the church of Pelor there. They convinced William Snow to come with them, since he now was equipped with the holy relic. That night they huddled in the church of Pelor, but when the demon appeared it immediately entered the church without a second's hesitation. This revealed that the church was actually a temple to the neutral Obad-Hai disguised as church to the lawful Pelor, a scheme by the Jacobites and Petrichor. Again, thanks to a successful Stun Blasphemer by Demetria, from her rapidly emptying talisman, the demon was stymied and beaten to a pulp, its horse riding off to the north.

Jacobus, January 24

Ikarus sends a carrier pigeon to Wudchester, offering Herald Bartleby a job as a tracker. Bartleby rode his exceptionally fast horse to Jacobus and demanded 30gp, all up front, to track down the creature the next day. They paid him. That night they again huddled in the "church" but this time put a divine circle at the doorway to keep the demon out. However, when the demon duly appeared, it managed to break through the circle and chop up the crew a little bit, before it was again defeated and its horse rode off.

Hell, January 25

Bartleby tracked the horse to a clearing in a small forest halfway between Fudley and Tramp Hollow. He was astounded to see that there was an evil, magic stone archway in the middle of the clearing. The archway could only be seen, touched or otherwise perceived from the north, someone from the south, east or west could walk right through the spot without knowing they had walked through the stones.

After some discussion of alternative ideas, the crew realized that they had to jump through the archway, which was certainly some sort of portal to whatever Hell the demon came from. Ordinary Joe was having none of it and paid Bartleby for a ride back to Tramp Hollow.

When the main crew leaped through the portal, they found themselves confronted by 12 Dirt Devils, small, hideous piles of dirt with magical power. They also noticed that the portal home did not seem to be visible, apparent, present or open in this room. Tyr managed to bury 4 of the devils with a dirt pile spell, while Dethstyn and Bucket charged to the attack. The devils threw 3 Dirt Pile spells onto the party, burying everyone except Ikarus, Tyr, Bucket and Dethstyn. These 4 were then blasted by several waves of Stone Missiles until they all fell unconscious (except Bucket who was only faking to avoid being blasted any more). William managed to get free of the dirt pile but was also blasted by the creatures' last volley of Stone Missiles. The rest of the crew finally struggle free of the dirt piles and manage to save their wounded comrades and turn the tide against the devils.

The devils being defeated, the crew spent a half hour prying rubies from the creatures' foreheads and patching up their battered friends. These activities were interrupted by 4 hell

hound who appeared by magic and who chewed and burnt up various party members, Sloppy Jimbo getting the worst of it.

The corridor beyond was just crammed full of doors, one each 10 feet on each side. William, however, concentrating on his relic tooth, sensed that there were more teeth nearby, and this led them to the correct door to take.

The door beyond led to a chamber where the Night Hag Pukelinda and her son the Banderhobb Funkenstein were doing whatever bad doings happen in hell chambers. The fiends were completely surprised and destroyed in a remarkably short order with Bucket only taking a minor claw wound from the hag.

Searching the chamber, the party found some treasure, including some valuable potions (regeneration and reincarnation most notably). They also found some key information among the hag's papers. First, the family notes that showed that Pukelinda was the mother of the Banderhobb, but also of the Pumpkin Reaver Demon, whose name was Jasper Pumpkin. More importantly were two notes, one of which gave the instructions for opening the portal home from this side, the other was a copy of a receipt for Jasper Pumpkin's contract with the hoborg sorcerer Rancid Thung to harry and slay Gruz, Ikarus, Apollo and Bucket. Both notes transcribed below:

NOTE 1—Receipt Copy

In return for the blood of these one-hundred screaming halflings and this tun of treasure, I promise to Rancid Thung that I will harry unto death Gruz, Apollo Creed, Freely Bucket and Ikarus.

Yours Truly, Jasper Pumpkin

NOTE 2—Exit Spell

To open the portal to the world of men, close your eyes, stomp your feet 4 times and say "Won't you take me to, mortal-town."

The team opens the final door and finds the inner lair of Jasper Pumpkin. Once again, permanently this time, the concentrated power of the party defeat the demon and sent him to join his family in whatever deeper hell there may or may not be. Here they find a set of 6 boxes with all manner of ornate treasures. In a garbage pile in one corner they find a reliquary with three more of the teeth of Dahlver Nar. Apollo was scorched by an exploding glyph when he hauled of the boxes, but they all went back to the first room and opened the portal home with the spell.

Post Adventure Time:

January 26: The team returns to Fudley.

February 2: They arrive in Admundfort to dispose of treasure

February 9: they finish their business in Admundfort

February 16: they return to their homes in Fudley or Tramp Hollow.

Remember to pay February Maintenance

Demetria placed one of the relic teeth in her mouth, Tyr another, and Freely Bucket the third.