

Session/Game: Rampage/Shieldlands #29
The Shieldlands Episode 29: Battle of Wudchester
Campaign Date: July 23rd, CY 577

Date: May 12th, 2024

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)
Arturo Dethstyn, Human Fighter (NPC)
Freely Bucket, Human Fighter (Bob)
Ordinary Joe, Human Jack (NPC)
Sir John of Gerk, Human Fighter (Dave)
Mike Muggins, Human Jack (NPC)
Hermit Muntz, Human Cleric (NPC)
Petrichor Silverleaf, Half-Elf Cleric-Spiritual (Quinton)
Stanfred the Poacher, Human Jack (NPC)
Green Gordo, Human Jack (NPC)
Rowan, Sprite Magic User (NPC)
Harry Wiseman, Human Jack (NPC)
Roofman Joe, Human Jack (NPC)
Soaking Gnomie, Gnome Magic User (NPC)
South Side Knobulous, Gnome Jack (NPC)
Fustimento, Human Fighter/Jack/MU/CM (NPC)
William Snow, Trollson Fighter / Mage (Craig)
Freddie Spunkmeyer, Human Jack (NPC)
Friar Biggins, Human Cleric (NPC)

Judge: Andrew

Log:

June 23rd, CY 577

As the Heroes of One-Thousand Bones return from Admundfort, they arrive just as a tremendous strike force led by the mighty fire giant knight who calls himself Wretched Groll. Groll lays a claim on the land that is Petestone Barony, and insists that the pesky smalls leave or be crushed beneath his mighty steed, a mad charging dinosaur!

After some banter with Captain Gerke, the battle is joined. A huge double frost giant mage casts an Avalanche spell, destroying much of the front of Wudchester and opening the way for a charge from the legion of bugbears who call themselves the "Savage Bugbastards" led by a particularly beefy cyclops who called himself "Winky."

Captain Gerke and Freely Bucket lead the charge toward the assaulting giants. Petrichor casts a spell to drag one of the bugbear leaders astride a sinister dinosaur into hell. Deathstyn and

William Snow blunt the assault into the heart of Wudchester. Bardhun locks down the frost giant mage with his own magic.

Despite several casualties within Wudchester, and Freely Bucket nearly perishing in a hail of arrow fire from an entire company of bugbears, the Heroes of One-Thousand Bones emerges victorious.

Epilog:

The heroes fight off the evil that threatens Petestone, freeing it from certain destruction. For the time being the Doom Clock remains at eleven, even as a new threat emerges in the west.

DOOM CLOCK: 11