

Session/Game: Rampage/Shieldlands #5

Date: April 30, 2023

The Shieldlands Episode 5: The Quest of the Damsel's Tower, part 2

Or, It's Time to Pay the Price for Good Times

Campaign Date: May 26-29, CY 576

Characters:

Normlan of Chendl, human, Cleric-Militant-3, L (Andrew)

Mace Man Max, human, F-1, N (henchman)

William Snow, Trollson, F/MU-2, N, (Craig)

Ramjam, human, Jack-1, Lawful (henchman)

Ikarus, changeling, jack-3, L (Quinton)

Barduhn Staghide, high-elf, MU-3, L? (Travis)

Judge: Dave N.

Regrouping and Terror, Red Falcon Inn, Bromley May 26, 576.

Normlan, Ikarus, William (and Ramjam) stumbled into the Red Falcon Inn for a rest after fleeing from Damsel's Tower, having been abandoned by a pair of Jacks and losing Jondar to a deadly snake attack. Ramjam excused himself to take a leak while the principals talked to various customers in the inn about joining their quest. They met a fellow veteran of 1000 Bones, by the name of Barduhn Staghide, a budding elf wizard, who agreed to join up with them. Another customer, by the name of Mace Man Max, a wandering mace man, overheard their conversation and inserted himself into the team as well, being paid a retainer by Normlan. The team teased Mace Man Max relentlessly taunting him that he was really a chick, probably because of his Mace Man Mullet.

After being there for about 2 hours, William realized that Ramjam had never come back from his leak. The team leapt into action and rushed outside to find him. Eventually, they discovered Ramjam collapsed under a bush, his face a complete, bloody shambles. It turns out, to the horror of everyone, that Good Time Charlie had used foul sorcery of some sort to compel Ramjam to cut off his own nose and knock out his own teeth, leaving him as a warning to those who had fought in his inn that that was simply not allowed. Normlan staunched the bleeding and dulled the pain with holy magic and they all re-entered the Red Falcon as Ramjam mumbled about finding an expert whittler.

Return to the Damsel's Tower, Trimarch, May 27, 576

After a restless night, punctuated by Ramjam's nightmare-induced screams, Ikarus made a short visit to Sinric, the hut-mystic herbalist on the outskirts of Bromley, and bought some more birthwort in case they had more poison trouble. The quest-band then sped with dispatch to the tower, reaching it in the very late afternoon. They immediately surveyed the area and decided to approach the tower from a cave entrance on the riverside. This entrance was extremely stinky with a nasty garbage smell.

They entered the cave and found a giant pile of garbage, positioned under a hole in the ceiling. Ramjam examined the pile and was immediately burrowed into by Rot-worms. Normlan slapped his burning torch onto Ramjam's arm, killing the worms, injuring Ramjam, and all-too temporarily saving his life. Suddenly, a terrible monster, know as a Garbaggio, burst from the garbage pile and killed the injured Ramjam in a series of slaps and bites. The party rushed to the attack, with Normlan fending off most of the subsequent blows of the creature, until the beast was slain.

They surveyed the cave and found that the pile was fed through a garbage hole from the bottom of the tower. They could stand on the pile and work their way through the hole (except William who is too large), but decided against it. Instead, they made the garbage pile into Ramjam's funeral pyre, using a goodly supply of oil and set the whole ablaze. The smoke rose through the tower, pouring out the windows and arrow slits above, but there seemed to be no reaction from whatever was inside.

William then boosted Normlan through the hole and then rushed around to the rest of the party near the front door of the tower. Normlan discovered that the ground floor had a strange magic pool, a stone statue and a large pile of silver coins. He ignored them all and rushed up a ladder to the entry-floor above, hoping to quickly unbar the door from the inside.

On the entry floor, he was assaulted by a Rust Monster, which destroyed his mace. He unbarred the door, allowing the team to rush in from outside, and climbed up a bookcase nearby. The Rust Monster destroyed Mace Man Max's mace, causing a minor existential crisis, and then chased Normlan up the bookcase, destroying his shield. The party managed to kill the beast without loss of further gear. The party searched the room and found a rare book, some cleric scroll-making supplies, a magic-user scroll (stone missile, polymorph other, phantom killer) and some vermifuge.

The team climbed the ladder to the high floor above. They discovered a wrecked catapult and a cling-fire catapult projectile. There was, however, a giant snake lurking in the rafters. It dropped down and bit Normlan twice before the party killed it. Normlan suffered no effects from the snake's poison. Ikarus collected a dose of poison from the snake's fangs.

Finally, Normlan and Mace Man Max reached the top floor where they found the elf damsel bound by golden chains to the wall. Normlan threw Landifuum's magic powder on her, but it had no effect in freeing her. William lumbered up the ladder and, as he approached, he saw through the illusion that was covering the damsel to detect that it was in fact a medusa. William was luckily not petrified in meeting her gaze. The rest of the team made several attempts to defeat the creature, until Barduhn popped up and, after failing the first attempt, put the medusa to sleep on the second. They quickly beheaded the sleeping monster. Ikarus collected a dose of poison from her head-snakes.

They then more leisurely searched the empty tower. They discovered that the medusa had a ring that allowed the wearer to use *Disguise Spell* once per day for an hour and an emerald ring of high value. There were all sorts of shabby luxury items in the medusa's chamber with whatever small value they might once have had being lost due to garbage smoke. They finally realized that the statue on the ground floor was actually the Damsel they were looking for (Rebbofuum). Normlan tried to re-collect the magic powder he had thrown at the medusa, but was unsuccessful in collecting enough to de-petrify the damsel. William tried to use magic water from the pool on that floor, and spilled some on himself, which magically increased his DEX by 1. He poured it on the statue to no avail. Ikarus collected some of the substance for later study. They collected 12,000sp from the pool-level, and x3 25-pound silver bars from the ashes of the garbage pile.

They needed to come up with a solution about how to get the statue and all the silver safely home (forgetting that they had a warhorse, riding horse, and pack horse on loan from Baron Fudley). They hit on spending the night in the tower and having William memorize 3 *Invisible Chuggins* spells in the morning and having them drag the statue on a travois or sledge.

It's Time to Pay the Price, Damsel's Tower, May 28, 576

Early in the morning, Ikarus, William and Barduhn were asleep in the highest level of the tower as Normlan and Mace Man Max were on guard below. William felt a tap on his shoulder as Good Time Charlie had appeared in the room. He grabbed William who failed his save vs. *Grip of Submission Spell*. Charlie said "Hold out the hands that have defied me." He placed a sharp cleaver in William's right hand and ordered him to cut off his left hand, which he immediately did. Charlie picked up the hand and reminded William that there is a strict no-fighting rule inside Good Time Charlie's, no matter who started it. He said that he would feed the hand to the next Hoborgs who came in; he then turned to smoke and passed back outside through the window. Normlan threw a *Heal Wounded Spell* to prevent further bleeding or infection.

Trip Back, Stage 1, Damsel's to Bromley, May 28, 576

Using *Invisible Chuggins* spells, the crew traveled back to Bromley. The team hired Old Gus the Carter to bring the statue with them the next day on the trip to Fudley.

The Quest Complete, Bromley to Fudley, May 29, 576

The team and Old Gus traveled to Fudley, reaching the manor house in the early evening. Here they found Baron Turkin at his supper and the elf mystics Landifuum and Yaggofuum glaring at each other from across the room. Both were overjoyed to see the statue and Landifuum provided a second dose of power and Ikarus used it to restore the Rebbofuum to fleshy form. Landifuum, her suitor, and Yaggofuum, her brother, each began to urge Rebbofuum to come with him. Landifuum, remembering his gratitude, turned aside to thank Sir Normlan and gave him 2 doses of the magic de-petrifying powder as an appreciative gift. However, while he was turned away, Rebbofuum stiffened up and then Yaggofuum and Rebbofuum in turn vanished from sight.

At first, Landifuum begged Baron Turkin for help, saying that Yaggofuum had insulted the Baron's hospitality horribly. The Baron responded that he was really getting tired of elvish ill-manners, but a damsel ought to do as her kinfolk say and would hear no more of further quests.

Sir Normlan was pleased with himself, having fulfilled an actual quest for the Baron, getting to sit with the cool kids. Also, Mace Man Max, after Normlan replaced his mace, decided to join Normlan as his henchman (squire?). Barduhn copied the *Stone Missile Spell* from the scroll to his spell book and was considering whether to move into the Snow Palace with his new pals. Ikarus had collected 2 samples of deadly poison for future use and had made it home in one piece. William decided that he would journey to a temple of Boccob to see if they might regenerate his lost hand.

Epilogue:

Soon afterwards, the Horned Society tribe known as the Blutards sent a series of barges down the Ritensa River carrying large amounts of building bricks for the bridge work at Blurgon. If someone had told the Knights of the Holy Shielding or even Baron Fudley about the strategic value of the Damsel's Tower and the ability of a catapult to dominate the river, the bridge's construction would have been seriously delayed.

DOOM CLOCK: 1

But Wait, There's More:

The Maytime Adventures of Gnomelash!

May 20-30 CY 576

Gnomelash! returned to the Trimarch after bankrupting himself to get the Mummy Rot cure. Without a home or mule, he decided to walk the Oerth looking for a sign from the gods. He had a leisurely trip north to Good Time Charlie's, where he had a lovely time. Then as he wandered generally northward, he was stopped by a celestial Warrior of the Heavenly Host. The being spake unto him, "You walk the path you should be walking, travel north to the rancid settlement of the Orkings, and there recover the *Circllet of Prophets of Cuthbert* from it's foul resting place in the shrine of Hextor."

Feeling charged with the visible manifestation of righteousness, Gnomelash! rushed northward to the outskirts of Orkings. There he surprised a band of giant skunks and avoided a good stinking. However, while fleeing, he stumbled into a flock of stirges, defeating them only by using a *sleep spell*. When the fort was closed down for the night, he noticed that the front gate was guarded by war dogs. Gnomelash! withdrew to Good Time Charlie's, where he bought a rope-ladder and returned the next night to Orkings. He crept around to the side opposite the dogs and, disguising himself as a short half-orc-half-goblin using his *disguise spell*, he climbed over the stockade using the rope ladder. Once inside he

sidled to the shrine of Hextor. He found that the shrine was guarded by giant beetles, locked in at night. Creeping in, he stealthily passed the beetles to the back of the chamber, and found the circlet in a box of plunder placed in honor of the god. He took circlet and also a valuable baronial scepter and crept back out of the shrine. Spotting a patrol of 3 Half-orc billmen, he ambushed and killed 2 of them with arrows by surprise. The third charged him and wounded him. Using *Obscuring Fog* spell, Gnomelash! escaped and fled over the wall. The alarm was raised and Gnomelash! fled right to where he knew the skunk lair was and ran among them for a mighty stinking. This threw the war dog trackers off his scent and he escaped to Charlie's. He sold off the scepter for a tidy sum. He traveled down to Bromley where he gave the Circlet to the village priest of St. Cuthbert, and visited the mystic Sinric for the skunk treatment. His finances restored, Gnomelash! returned to Fudley, planning his next move. Should he, perhaps, establish a secret lair in the abandoned hoborg mine?