

Session/Game: Rampage/Shieldlands #8
The Shieldlands Episode 8: Task Force Gerk
Campaign Date: June 17th - July 15th , CY 576

Date: June 11th, 2023

Characters:

Apollo Greed, Human Fighter/Jack - 2 (Craig)
Demetria, Human Cleric - 1 (NPC)
Sloppy Jimbo, Human Jack - 1 (NPC)
Flank Masters, Four Jack Mercenaries
Bardhun Staghide, High Elf, Magic User - 3 (Travis)
DeathStein, Human Fighter - 1 (NPC)
Jakolos, Pixie Jack - 3 (David C)
Jankin Heartbreaker, Human Magic User -1 (NPC)
Myron Loft, Human Magic User - 1 (NPC)
Flame Team Roast, Four Grenadier Mercenaries
Sir John of Gerk, Human Fighter - 3 (Dave)
Herald Bartleby, Human Jack -1 (NPC)
Fist of Doom, Six Barbarian Mercenaries
Petrichor Silverleaf, Half-Elf Cleric-Spiritual - 4 (Quinton)
Buttafuco, Human Jack -1 (NPC)
Green Gordo, Human Jack-2 (NPC)
Rowan, Sprite Magic User - 1 (NPC)
Stanford the Poacher, Human Jack - 1 (NPC)

Judge: Andrew

Log:



June 24th, CY 576

The heroes of One Thousand Bones arrive in the big city of Admundfort and begin recruiting. They expect to bring a small army of armed soldiers back to Petestone Barony to break the will of the goblins and bugbears guarding the small keep.

July 9th, CY 576

After two weeks of recruiting, the heroes are finally ready to return to Petestone. With well over a score of combatants, the group is dubbed "Task Force Gerk" by Sir John's new man Bartleby.

July 15th, CY 576

Task Force Gerk arrives outside Petestone Keep on the morning of the 15th, bypassing Tramphollow completely to try and catch the keep off guard. Herald Bartleby offers a challenge. The forces under “Warden” Uggox use a tortured halfling translator to relay that such a large force is not welcome at the keep. With that failure in communication, the task force attacks. The Flank Masters led by Apollo Greed approach from the right wing, while Sir John of Gerk leads the charge of the Fist of Death straight through the mouth of the enemy forces. Jakcolos supports with bowfire, laying out covering fire as the force approaches. Bardhun puts the archers on the walls to sleep. Petrichor and his men sweep in to lay the smackdown providing healing and support. Once the keep is secured, the force begins to fight their way down into the first basement of the keep but pull back to briefly recover before driving down into the dungeons proper.

As the heroes descend into the darkness below the keep, they see a mortar and trash-choked passage to their left, a locked double door straight ahead and all sorts of muddy footprints from the stairs leading to the right. Petrichor’s henchmen detect an array of goblins and bugbears in defensive positions just around the corner to the right. Sir John charges into the poorly laid ambush, cutting goblins down left and right. He uses their own barriers against them to strategically rampage through their lines. Jakcolos and Flame Team Roast exchange cling fire, javelins, and arrows with the raised goblins. Sloppy Jimbo works tirelessly swapping and reloading Apollo’s twin heavy crossbows. Petrichor moves in to support and heal while his men watch out for anyone sneaking up behind them. Bardhun breaks the defenses with a clutch sleep spell. Another fear spell drives all the remaining defenders off, leaving the leader Uggox to engage Gerk’s finest knight in mortal struggle. Things look grim for Sir John until Petrichor moves to support the knight and the other heroes of One-Thousand Bones join him in smiting the mouthy bugbear down.



The heroes discover the defenders’ game corridor. Here, the bugbears would try to swing a skull on a rope to catch on a hook on the wall. They discover the goblins’ larder and Uggox’s room featuring a halfling-drawn portrait of the slain bugbear. They loot the bugbears’ barracks until they hear some commotion coming from the stairs to the first sub-basement. The last remaining bugbears return with some support from three lanky ogres and a trollish giant. Petrichor drops a strategic hold person on the bulk of the group, and heals Sir John of Gerk before the troll smashes his body to a pulp. Arrows and bolts from Jackolos and Apollo tear the trollish giant and his ogre companions to shreds.

The heroes notice two strange sigils on the walls by the stairs. The first looks to be a red ladder, while the other is a rough purple spiral shape. One set aligned toward those facing north point toward the main staircase, while those to the south point down toward the stairs to the next level. They discover and free more slaves including another potential henchman named Mike Muggins who signs on to become Sir John's henchman. Jakcolos discovers some white lotus hidden under a loose rock in a room that perhaps was the home of one or more serpent-people because of the beanbag chair furniture.



The party discovers the armory, a guest room, and a strange room with a desecrated dwarven altar dominated by a huge mirror that covers the entire 20' wall. As Sir John tries to disable the mirror, he hears a voice from it that asks if he would "like to make a reservation" and if "he has any pets or slaves." This concierge mirror soon realized that they were not talking with a paying customer and the discussion stopped.

As the heroes began to pack up and leave the keep, they felt the creeping doom that came to rest in their bones, a hatred and poison so ancient and deep that it has no name. They realize that there is no rest to be had within Petestone keep for them, and so they leave seeking solace from the accursed keep wondering whether this curse is temporary or if it could grow to consume them all if given enough time.

DOOM CLOCK: 3