

**Session/Game:** Rampage/Shieldlands #10  
**The Shieldlands Episode 10: The Doom of Deadbert**  
**Campaign Date:** July 21st, 576 - August 11th, CY 576

**Date:** July 9th, 2023

**Characters:**

**Bardhun Staghide**, High Elf, Magic User - 4 (Travis)  
**DeathStein**, Human Fighter - 1 (NPC)  
**Freely Bucket**, Human Fighter - 3 (Bob)  
**Gnomelash!** Gnome Jack / Mage -2 (Dave)  
**Bunting**, Dwarf Fighter - 1 (Dave)  
**Icarus**, Changeling Jack - 3 (Quinton)  
**Gryll Kuhn**, Wood Elf Jack -1 (NPC)  
**Reth Grimborn**, Human Cleric-Militant - 1 (NPC)  
**Milton of the Dirt**, Human Mage - 1 (NPC)  
**Jakolos**, Pixie Jack - 3 (David C)  
**Jankin Heartbreaker**, Human Magic User -1 (NPC)  
**Myron Loft**, Human Magic User - 1 (NPC)  
**Flank Masters**, Four Jack Mercenaries  
**William Snow**, Trollson Fighter / Mage -2 (Craig)  
**Spunkmeyer**, Human Jack - 1 (NPC)

**Judge:** Andrew

**Log:**

*July 21st - August 10th*

As Sir John of Gerke and Petrichor return to Admundford to sell off the loot accumulated from their last venture to Petestone Keep, they run into another group of the heroes of One-Thousand Bones. William Snow is returning from his pilgrimage to restore his hand after suffering the vengeance of Good Time Charlie. He and Icarus do some recruiting in the big city before traveling to Rufo to meet up with Bardhun and Jakolos. They meet an old friend Freely Bucket, a mighty warrior just getting back into the adventuring game after a long hiatus, and decide to bring him along as well.

*August 11th*



On their way to Petestone from Fudley, the heroes of One-Thousand Bones are ambushed by a score of goblins of the Bad Eye Clan just as they meet Gnomelash! along the road. The party was easily able to dispatch the goblins, but after questioning some of the warriors that fell under Bardhun's sleep spell they realized that it was an unholy augury that led

them to the heroes. This foul magic suggests that the heroes of One-Thousand Bones may have collectively fallen under a small curse.

The people of Tramphollow want nothing to do with the heroes. The Widow Griselda doesn't even open the door to greet her previous guests. After weeks of them being nothing but overly cordial, it piqued the party's curiosity. Gnomelash! nabs Griselda's cat and returns to the village magically disguised as Mr. Meowface. He learns that someone has threatened the people of Tramphollow, and they fear that the heroes could get them all killed "or worse." He also hears rumors that Gnomelash! is setting up a secret lair somewhere in the Barony. One of the villagers says that he thinks that the diminutive action hero has created an underwater hideout below Grey Pond.

The heroes approach Petestone keep. Once again, they see the mercenary force of the Ded Hed Krew standing watch along the walls. After a brief parlay, the dwarf and orc mercenaries once again leave the heroes alone.

Initially, the heroes decide to remove and sell the mirror of communications installed on the first level of the keep. As Gnomelash! and Bunting work to pull the mirror apart from the adhesive that keeps it on the wall, the heroes of One-Thousand Bones fight off a patrol of ogres, led by a troll. Gnomelash! moves to ambush the ogres and senses a pair of snake-men sorcerers invisibly moving into position, but the ogres and trolls are destroyed so quickly that they break morale and make a run for it instead. Ultimately, Bunting is unsuccessful at getting the mirror off the wall in one piece, and the party only gets the silvered splinters for loot.

Next the heroes descend to the second level. There they find the fountain room, the library, and the ogres' supply room. The library contained very little in the way of books, the biggest feature being the genealogy of the dwarven lords of Petestone that shows that there are clearly other heirs to the barony, and it is unclear how Baron Petestone "The Holy" even took the title.



The heroes discover a trapped and locked room. Inside the heroes hear someone perhaps humming to themselves as they prepare a meal and prepare a cold bath. They anchor the door shut as they search some abandoned bugbear barracks. They discover that the bugbear leader was a salesman, pushing cheap timeshare vacation cottages in the city-state of Stoinck.

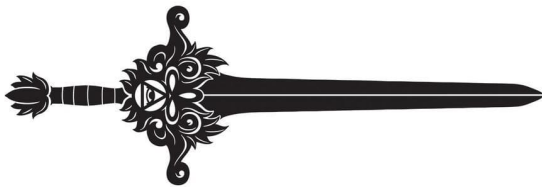
The party returns its attention to the trapped room, and moves to ambush. Inside, they find a newly abandoned room, with only a squeak and scamper of rats. The heroes realize that the inhabitants were wererats who transformed and fled through some cracks in the keep's foundations. They decide to lay in wait for the rat to return.

After ninety minutes, the party glimpses a knight in jet-black armor glide by menacingly, but not notice them down the hall. After another thirty minutes, the rat returns, sniffs the air, and then runs away again. After another hour of waiting, the knight in black returns not quite riding but more connected to an evil, shadowy steed. The knight names himself Sir Deathbert, vassal of Lord Petestone. After learning that the party only knows the Baron by his false moniker of “the holy” he bellows a challenge at the party. He charges and knocks Jackolos out with his initial two attacks.



The Heroes of One-Thousand Bones realize that they have a fight on their hands. This undead monster is not affected by fire, and the holy water and magic stone spells are among the few things that affect Sir Deathbert. Freely Bucket and Gnomelash! team up to trap the death knight. The warrior knocks Sir Deathbert prone allowing Gnomelash! to quickly draw a circle of protection, trapping the undead knight from reaching the party. Unable to escape or counter attack, the knight of death is ground down until he is destroyed using many of the magic scrolls that the party had been hoarding.

As the undead knight collapses into dust, he leaves behind a sinister sword of life stealing. Despite a paucity of loot, and the fact that this evil magical weapon could clearly bring the party a significant amount of coin, they all decide to destroy the sword of life stealing by delivering it to Sir Wilford of Bromley. In doing so, they prevent another tool of chaos from escaping into the world and keeps the ticking of impending doom at bay.



**DOOM CLOCK: 4**

# The Royal Genealogy of Petestone

Lord Durin Petestone Baron 180-240 (Founder of Petestone)

- Lady Elinor Petestone

Lord Borin Petestone Baron 240-297 (Son of Durin and Elinor)

- Lady Gwendolyn Petestone
  - Lord Thorin Petestone
  - Lady Brynhild Petestone

Lord Thorin Petestone Baron 297-365 (Son of Borin and Gwendolyn)

- Lady Freya Petestone
  - Lord Einar Petestone
  - Lord Gunnar Petestone
  - Lady Astrid Petestone

Lord Einar Petestone Baron 365-405 (Son of Thorin and Freya)

- Lady Sigrid Petestone
  - Lord Ragnar Petestone
  - Lord Leif Petestone

Lord Gunnar Petestone (Son of Thorin and Freya)

- Lady Ingrid Petestone
  - Lord Phinneaus Petestone
  - Lady Sigrun Petestone

Lord Ragnar Petestone Baron 405 - 480 (Son of Einar and Sigrid)

- Lady Helga Petestone
  - Lord Bjorn Petestone
  - Lady Ingrida Petestone

Lord Leif Petestone (Son of Einar and Sigrid)

- Lady Greta Petestone
  - Lord Olaf Petestone
  - Lady Astridr Petestone

Lord Phinneaus Petestone (Son of Gunnar and Ingrid)

- Lady Freyja Petestone
  - Lord Erik Henry Petestone

- Lady Sigridur Petestone

Lord Bjorn Petestone Baron 480-550 (Son of Ragnar and Helga)

- Lady Astrid Petestone
- Lord Harrald Petestone
- Lady Ragnhild Petestone

Lord Olaf Petestone (Son of Leif and Greta)

- Lady Gudrun Petestone
- Lord Sven Petestone
- Lady Solveig Petestone

Lord Henry Petestone "The Holy" (Son of Phinneaus and Freyja)  
Baron 550 - Present