

Session/Game: Rampage/Shieldlands #17

Date: October 29th, 2023

The Shieldlands Episode 17: Shirley Temple of Elemental Evil

Campaign Date: November 1st - November 10th CY 576

Characters:

Bardhun Staghide, High Elf, Magic User(Travis)

Dethstyn, Human Fighter (NPC)

Jakolos, Pixie Jack (David C)

Stumgor Dwarf Fighter (NPC)

Enchanting Susan, Human Magic User (NPC)

Flank Masters, Four Jack Mercenaries

Sir John of Gerk, Human Fighter (Dave)

Mike Muggins, Human Jack (NPC)

Ikarus, Changeling Jack (Quinton)

Gryll Kuhn, Wood Elf Jack (NPC)

Reth Grimborn, Human Cleric-Militant (NPC)

Milton of the Dirt, Human Mage (NPC)

Rolando, Human Fighter (NPC)

William Snow, Trollson Fighter / Mage (Craig)

Freddie Spunkmeyer, Human Jack (NPC)

November 1st, CY 576

Following some shopping and recruiting in Admundfort, the Heroes of One-Thousand Bones regroup in the halls of Wudchester to once again explore the fallen Petestone Keep. Sir John of Gerk hears from his man Robert Harr that some wild men came by a few days ago, led by a mysterious man who introduced himself as Gauth Dankness. These frightening men threatened the village itself with death if Sir John and his associates didn't stop looking deeper into the workings of the keep. Something about the "hotel" fighting back, and the "temple" being displeased.

The Heroes of One-Thousand Bones arrive at Petestone Keep. There they are confronted by Gauth Dankness and his porcine-faced crew. After a bit of banter and threats, Dankness and his men are revealed to be were-creatures and attack. In the fighting, Sir John of Gerk is sorely wounded. He begins to crave raw garbage and wants to roll in mud, which makes many suspect that the wounds from the wereboars may have infected the knight. They all decide to ride like the wind to Admundfort to procure a proper cure for lycanthropy.

November 8th, 576

After riding home from Admundfort where they did some quick shopping for more ways to cure the diseases of the lycanthropes, the party once again descends into the bowels of Petestone Keep.

They encounter the trolls from before on the fourth level, but the monsters hide. A young child-like individual who calls herself Helena Catsfoot. She offers to sell the party a “key” out of her shop further in the keep. The party loses sight of her and she disappears into the shadows.

The heroes manage to force their way in and kill them in their room. Another room is opened releasing Tentabugs, but the group makes short work of these thoughtless murder-insects. The heroes engage the fungus freaks next. This time, they manage to stand away from the mushroom men and barrage them with magic and missile fire. This keeps the freaks' alien spores from affecting them. The fungus dragon appears. It kills a pair of henchmen before it is also disposed of.



The heroes find Helena’s friends, working out of a room. They find the price prohibitive, and move to attack the were-creatures. Bardhun casts the Knock spell, opening all the doors. A tense fight breaks out in the corridors below the keep. A pair of the Flank Masters manages to disable most of the traps on the treasure room, but miss the Green Slime that falls on them from the ceiling. The battle eventually swings the party’s way, but not until once again Captain Gerik is sorely wounded and suffers from the monstrous disease. Helena Catsfoot and one of her weretiger friends flee the site. The heroes find a huge payday, and return to Wudchester.

November 9th-10th, 576

The Heroes of One-Thousand bones returns to civilization.

Epilog:

By putting an end to both of the warring lycanthrope gang war by killing both gangs, the heroes unknowingly prevent the doom clock from progressing.

DOOM CLOCK: 6