

Session/Game: Rampage/Shieldlands #20

Date: December 10th, 2023

The Shieldlands Episode 20: The Defiled Crypt of Petestone

Campaign Date: January 5th - 15th CY 576

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)

Dethstyn, Human Fighter (NPC)

Freely Bucket, Human Fighter (Bob)

Ordinary Joe, Human Jack (NPC)

Gruz Bondro, Half-Ogre Cleric Militant (David)

Sir John of Gerk, Human Fighter (Dave)

Mike Muggins, Human Jack (NPC)

Sister Dominica, Human Cleric Militant (NPC)

William Snow, Trollson Fighter / Mage (Craig)

Freddie Spunkmeyer, Human Jack (NPC)

Friar Biggins, Human Cleric (NPC)

January 5th - 11th, CY 576

The heroes recruit in Fudley. They buy potions and holy water and do some training and relaxation.

January 13th, CY 576

The heroes arrive in Petestone Barony. They are welcomed by the people of Wudchester as well as Tramphollow.

January 14th, CY 576



The Heroes of One-Thousand Bones explore the crypt level of the underkeep. Thanks to the power Gruz has with his deity, they are able to easily turn the score of skeletons animated by some sort of chaotic force. It appears that each skeleton had a purple spiral painted on its forehead which brought it to the parody of life and moved it to attack.

The heroes find a passage rigged with a bell to notify those within. The heroes disable the bell, but the restless undead once in a far chamber rise to attack. Once again, Gruz is able to drive these monsters off, including two Wights that emerge only to flee into a nearby laboratory and slam the door. The party quickly concocts a plan to throw open the door and murder everything within. The plan goes smashingly as the vampiric

Old One mage within was doing his best to listen at that very door rather than preparing his own counter-ambush. While Barduhn's fireball tore through much of the valuable items that were in the room it made the entire encounter nearly risk-free.

The heroes continue on where they see a pile of (illusionary) loot just lying on the floor. Nearby, an ancient dwarf's skeletal remains sits on a gilded throne right by the pile. The heroes drive off the flying skulls that cackle and curse in the area.

With care, the heroes find the illusion on the floor but not the magical trap on the throne that wakes the skeletal defenders of the keep. These undead are different, conjured and powered through ancient dwarven magic curses rather than the purple spiral of the others. As such, they prove to be harder to turn and actually threaten the player characters.

The heroes see the empty crypt of Sir Deathbert, and loot the fancy mail that was contained within and decide that they will return the next day to challenge the unopened crypt of Sir Smurderfoot

The heroes take the fancy throne back to Wudchester for safekeeping, then take some time to rest and recuperate, hoping to return to the crypt the very next day.

January 15th, CY 576

The remaining undead in the crypt ambush the party as they enter, but are easily defeated by the party. They decide that they will challenge the inhabitants of the final crypt, and just as they expected, disturbing the door awakens the Death Knight within. Sir John loses a part of his soul to Sir Smurderfoot before the undead knight is defeated.



The party returns to the crypt and finishes clearing out the accursed undead. They fight some cursed citizens of Petestone, forced to remain as shadows in a locked crypt.

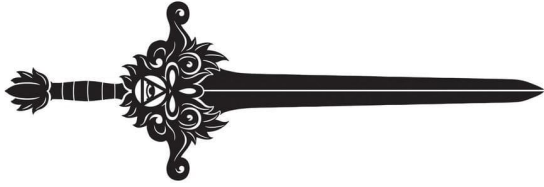
January 16th - 17th, CY 576

The heroes return to Fudley to sell off their ill gotten gains and dispose of the second sword of life stealing.

Epilog:

As Deathbert did before him, Sir Smurderfoot leaves behind another sinister sword of life stealing. The party once again decides to destroy the sword 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: 7