

Session/Game: Rampage/Shieldlands #25
The Shieldlands Episode 25: The Temple of Madness
Campaign Date: April 2nd - April 16th CY 577

Date: March 3rd, 2024

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)
Arturo Dethstyn, Human Fighter (NPC)
Sir Raymond Giles, Human Fighter (NPC)
Gruz Bondro, Half-Ogre Cleric (David C)
Petrichor Silverleaf, Half-Elf Cleric-Spiritual (Quinton)
Stanfred the Poacher, Human Jack (NPC)
Green Gordo, Human Jack (NPC)
Rowan, Sprite Magic User (NPC)
Harry Wiseman, Human Jack (NPC)
Roofman Joe, Human Jack (NPC)
Soaking Gnomie, Gnome Magic User (NPC)
South Side Knobulous, Gnome Jack (NPC)
Fustimento, Human Fighter/Jack/MU/CM (NPC)
William Snow, Trollson Fighter / Mage (Craig)
Freddie Spunkmeyer, Human Jack (NPC)
Friar Biggins, Human Cleric (NPC)
Freely Bucket, Human Fighter (Bob)
Ordinary Joe, Human Jack (NPC)
Flame squad Omega, Human Grenadiers (NPC)
Sir John of Gerk, Human Fighter (Dave)
Mike Muggins, Human Jack (NPC)

Judge: Andrew

Log:

April 2nd - April 15th, CY 577

The Heroes of One-Thousand Bones travel to Admundfort and back to sell off some of the artifacts recovered from the Tower of Aetherium.

April 16th, CY 577

The heroes once again make their way to Petestone keep. They descend through the keep levels, pass through the mine level using the amulets to keep the madness of the maze from affecting them, and emerge in a titanic cavern below the keep. Petestone Cavern is lit by twinkling bioluminescent fungus that clings to the ceiling. Fresh water falls in a thick waterfall to a crystal clear pool in the center of the titanic cave.

As the party descends into the massive chamber, they see a larger version of the fungus dragon they encountered in the rooms of Petestone Keep above them rushing toward them. With a clutch casting of the Slow spell by Bardhun, the heroes manage to blunt the attack in time to kill the dragon before it can do any damage. Fungus freaks also spring from the crystal waters to attack, but they are simply defeated.

The Heroes of One-Thousand Bones then travel toward the fancy temple entrance at one of the ends of the cavern. As they approach they see it is guarded by four large bat-demons and there are a score of well-hidden arrow slits above the entrance. They destroy the demonic guards and then carefully make their way into the Temple of Tharizdun.

Whispers of madness echo through the minds of the heroes. What if they were to slay their comrades and take all the glory and loot for themselves? It is a terrible thought, but it is cast aside as the work of demons by Captain Gerk and Freeley Bucket. Fortune favors the bold! The party enters the atrium.

There they discover four enchanted pillars that are trapped with evocation magic to burn, electrify, or melt with acid any party member that comes near them. As they move forward, they are attacked by a dozen porcine demons wielding axes later backed by more bat-demons. The battle is rough, and several henchmen are slain. Petrichor's soul is drained in the melee. Demonic warriors off the atrium are blocked from joining the battle by Bardhun's Wall of Ice. A storeroom off to the side holds some truly bizarre valuables including a guillotine made of precious metals. As more demons begin to rally, the party leaves.

On the way back, the party decides to investigate the huge dragon-sized hole by the mushroom forest. Freely Bucket sends Flame Squad Omega in to burn the entire stand down only to have them enchanted by the music of the Mushroom Men and dance their way toward the source of the music. While the forest burns, the heroes enter the cave and find the dragon's hoard as well.

With all their goods in hand, the heroes pack up their valuables and make their way back up the stairs to civilization.

Epilog:

By striking a decisive blow and murdering the fungus dragon of Petestone cavern, the heroes have stopped the advancement of the Doom Clock. It continues to stay steady at nine.

DOOM CLOCK: 9