

Session/Game: Rampage/Shieldlands #26
The Shieldlands Episode 26: The Grand Hotel
Campaign Date: April 17th - May 16th CY 577

Date: March 17th, 2024

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)
Arturo Dethstyn, Human Fighter (NPC)
Gruz Bondro, Half-Ogre Cleric (David C)
Harry Funt (NPC)
Thundriz (NPC)
Ikarus, Changeling Jack (Quinton)
Gryll Kuhn, Wood Elf Jack (NPC)
Tyr of Celene, 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)
Friar Biggins, Human Cleric (NPC)
Freely Bucket, Human Fighter (Bob)
Ordinary Joe, Human Jack (NPC)
Flame Duo Omega, Human Grenadiers (NPC)
Sir John of Gerk, Human Fighter (Dave)
Mike Muggins, Human Jack (NPC)

Judge: Andrew

Log:

April 17th - 23rd, CY 577

The party travels to Admundfort to sell off stuff.

April 24th - April 30th, CY 577

The heroes do some recruiting. Particularly Gruz Bondro makes the effort to find some new muscle to help them in the underground lairs of Petestone.

May 1st - 7th, CY 577

The heroes of One-Thousand Bones return to Petestone Barony with no issues.

May 8th, CY 577

The heroes of One-Thousand Bones descend into Petestone Cavern after spending a few weeks in the big city of Admundford. They investigate the Temple of Madness. It had been almost a month since their attack. The door hung open, but all the trapped pillars were once again active. The foyer even looked a little different, and the whispers cajoling some members of the party to murder others continued. The party decided that they had enough by raiding their supply room, and instead crossed the Petestone Cavern toward the hotel.

Along the way, they stopped in the Forest of Stalagmites. There they found Flybert, the mysterious fly-human being that they had encountered in the past. Many suffer the pure revulsion to this being to determine that this is in fact the cursed cleric spiritual Wise Pendleton that the party had heard about in passing in the past. They make a note to return to Petestone Cavern with the Remove Curse spell to try and free Pendleton from what must be a debilitating curse that has transformed him into an unintelligible fly-man hybrid.

Finally, the heroes cross the massive cavern to stand at the door of the Grand Hotel. The slave guards at the door were no match for the heroes as they stormed the edifice built right into the walls of the massive cavern.

A clever Dirt Pile spell crippled the counter attack of the Silent Talkers. The heroes cleared out the first floor of the hotel of defenders. The heroes then began to move on to the levels above. They continually caught glimpses of monstrous clawed brain monsters, and they stayed clear of these creatures or just burned them out with fire spells.

The Great Swine Piggy, a wereboar of truly epic proportions is easily defeated through the clever use of Protection from Chaos and a magic weapon. Even with the monster's Squeal of Doom that drove many of the hirelings and henchmen off, the evil creature had no chance to affect any of the heroes.

The next encounter was not nearly as easy. Vampire Lord Beefus is encountered in a locked room on the third floor. Before he is able to be staked and eliminated he manages to drain some of the life energy from Bardhun.

May 9th - 16th, CY 577

The heroes return to Admundfort with their rewards, leaving the monstrous denizens of Petestone Cavern to regroup and prepare for a final assault.

Epilog:

The heroes routed the Grand Hotel but gave the denizens of the Temple of Madness more time to plot and drive the curse deeper into the heroes souls. The Doom Clock increases another tick to ten.

DOOM CLOCK: 10