

Session/Game: Rampage/Shieldlands #27
The Shieldlands Episode 27: The Master of Madness
Campaign Date: May 17th - June 11th CY 577

Date: April 14th, 2024

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)
Arturo Dethstyn, Human Fighter (NPC)
Sir Raymond Giles, Human Fighter (NPC)
Freely Bucket, Human Fighter (Bob)
Ordinary Joe, Human Jack (NPC)
Gruz Bondro, Half-Ogre Cleric (David C)
Harry Funt, Human Fighter (NPC)
Thundriz, Human Magic User (NPC)
Sir John of Gerck, Human Fighter (Dave)
Mike Muggins, Human Jack (NPC)
Hermit Muntz, Human Cleric (NPC)
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)

Judge: Andrew

Log:

May 17th - June 1st, CY 577

The Heroes of One-Thousand Bones spend some time in Admundfort. Sir John of Gerck is invited to spend some time with Baron Zander of Bromley. Baron Zander asks Gerck for help directing the Heroes of One-Thousand Bones to step up the effort Zander has to build more of a slave population. He also asks that Captain Gerck bring a note to his uncle Sir Wilford of Bromley, local captain of Hydra Company of the Knights of Holy Shielding.

June 2nd - June 8th, CY 577

The heroes travel to Fudley, with John of Gerk traveling a little farther to Fort Hydra. He has an audience with Lord Wilford of Bromley and learns that there are armies on the move to the west. He also learns that mercenaries from the Bandit Kingdoms to the west and north of Petestone are also being mustered for no good. Bromley asks for Captain Gerk's help in the battles to come.

June 11th, CY 577

The heroes once again make their way to Petestone keep. Beneath the dwarven levels, and the mines, they emerge in the huge

They meet with Flybert, and Gruz learns that the being that is Flybert was once a mighty cleric named Wise Pendleton. Through a vision, he finds that he must destroy the dwarven master of the Temple of Madness to break the curse on the cleric.

The entrance to the Temple of Madness once again vexes the Heroes of One-Thousand Bones. Demons emerged from the side doors and the trapped pillars made things difficult. Several fireballs and lightning bolts along with some careful advances from Captain Gerk and Freely Bucket allow the party to continue to the portcullis into the temple proper. There, a dwarven host appear from the side galleries, and the master of the place, a masked dwarven priest of Tharizdun sits on an accursed throne of purple volcanic glass. He has surrounded himself with a magical cloud of swirling blades, and his magical throne turns away many of the most powerful spells the party throws. The dwarven host stun many of the player characters and engage them in combat. The priest magically slays Thundriz with a point of his finger.

The heroes counter-attack. William Snow bravely leaps past the swirling blades to deliver vicious attacks to the priest, despite the demonic arms summoned to drag him to hell. Petrichor's band, supported by Gruz drive off the dwarven cultists. Finally, Bardhun is able to dispel the swirling blades of death allowing Bucket and Gerk to engage the dwarven priest. The fight goes on much too long, as the priest consumes healing potion after healing potion to stay in the fight. However, ultimately the heroes seize the initiative and manage to defeat the lord of madness.

Following the fight, the party realizes that this dwarven priest is none other than Lord Petestone the Holy. He had recruited the party in an effort to keep Petestone from being claimed only to be ultimately conquered by his own scheme. The heroes find a little bit of treasure, but the final room clearly has a powerful curse and the heroes of One-Thousand Bones decide that perhaps a day of rest is in order before pushing to empty the Temple of Madness completely.

FLYBERT



LORD PETESTONE THE HOLY
HENRY



Epilog:

The heroes crush the true power behind Petestone Keep, but in doing so they have taken the shackles off of the wild monstrosity of madness. This avatar, once conjured by the Archmage Thalador then harnessed by Henry Petestone the Holy, grows in power daily threatening to tear all of Petestone Barony apart, perhaps threatening to throw much of the Shieldlands into insanity. The Doom Clock once again ticks toward thirteen!

DOOM CLOCK: 11

The heroes make a new friend. Wise Pendleton may be recruited as a follower with a simple successful CHA check.

Wise Pendleton (Cleric Militant of Phlotus) Lawful, Level 7

STR 10	AC: 10
CON 11	HP: 28
DEX 7	Attack: +3
INT 6	to hit
WIS 14	SV: 8+
CHA 9	XP: 42,000

Wise Pendleton signs on with absolutely no equipment

Spells: 2x1st, 2x2nd, 2x3rd