

Session/Game: Rampage/Shieldlands #9

Date: June 25th, 2023

The Shieldlands Episode 9: The Dead Wizard of Petestone Keep

Campaign Date: July 17th - July 23rd, CY 576

Characters:

Apollo Greed, Human Fighter/Jack - 3 (Craig)

Demetria, Human Cleric - 1 (NPC)

Sloppy Jimbo, Human Jack - 1 (NPC)

Bardhun Staghide, High Elf, Magic User - 4 (Travis)

DeathStein, Human Fighter - 1 (NPC)

Sir John of Gerk, Human Fighter - 4 (Dave)

Mike Muggins, Human Jack - 2 (NPC)

Herald Bartleby, Human Jack -1 (NPC)

Petrichor Silverleaf, Half-Elf Cleric-Spiritual - 4 (Quinton)

Green Gordo, Human Jack-2 (NPC)

Rowan, Sprite Magic User - 1 (NPC)

Stanfred the Poacher, Human Jack - 1 (NPC)

Judge: Andrew

Log:

July 16th - 17th, CY 576

The Heroes of One-Thousand Bones sell off their goods from the previous foray to Petestone Keep.

July 18th-19th, CY 576

After selling off their gains, the heroes return to Fudley.

July 21st, CY 576

By the morning of the twenty-first, the Heroes of One-Thousand Bones return to Petestone Barony. They find the Widow Griselda in good spirits overseeing the reconstruction of her modest home. They have an encounter with Lile who tells them that Petestone Keep is now defended by the Ded Hed Krew, a group of mercenary dwarves and their orcish henchmen.



The heroes arrive near the keep, and find that it is in fact defended by the mercenaries. After some threats by Sir John and Herald Bartleby, they convinced the Ded Hed Krew to leave their

posts. The heroes' own mercenaries including the Fist of Doom and the Flank Masters take positions on the walls as the core party descends into the darkness.

The group begins by returning to the magic mirror room. They discover that the mirror isn't evil or haunted as much as it is a communications device to a hotel of sorts that serves "The Escalator." In the mirror is some sort of a concierge dressed in a red robe carrying the ladder symbol they identified in the halls. They soon realize that this hotel is located somewhere within the bowels of Petestone keep, and that they have sent a squad of bugbears to kick them out!

The Heroes of One-Thousand Bones lay an ambush for the bugbears, defeating them easily. The bugbear leader, a witch doctor named Rubsox manages to escape into the darkness.



Next, the heroes clear away the debris blocking off the eastern passages of the first level of the keep. They fight some rats of unusual size, and then encounter a charnel room filled with strewn garbage and rat droppings that hides a Garbaggio. The heroes are victorious and find a magic bandolier for their troubles. They continue down the blocked-off section until they discover a hole in the floor and ceiling. They realize quickly that the hole matches the well that is found just behind the keep toward the steep crevasse of the Rift. They do some research, drawing the ire of the Needlebats just below them and learning that the third level is covered in some sort of

reddish slime that looks like blood.

The heroes descend to the second level. There, they identify the room below the hole that had the Needlebats. They find a ruined wizard's workshop. Petrichor and Bardhun both manage to locate a pair of secret doors behind two oversized ruined portraits of the human wizard. Behind the doors, the party locates a hidden cache of treasures and magic items guarded by an iron statue of the wizard himself.

Once that vault is cleaned out, the heroes hear a group of ogres talking at the end of a long hall. The heroes try to draw the monsters out with arrow fire, but at first it just leads them to mount a counter attack. Four cultist soldiers of the Cult of the Red Rot realize who the heroes are and attack. As they are worn down, eight lanky ogres supported by two snake-men sorcerers arrive. Thanks to Sir John's undefeatable might, some clever sleep and magic stone spells from Bardhun to even the odds against the ogres and stop the snake-men from using their strongest spells, Apollo's continual heavy crossbow fire and Petrichor's support they manage to clear out most of the second level of the keep. After looting the ogres, snake-men, and cultists' chambers and locating the stairs to the third level the Heroes of One-Thousand bones take the purloined goods (including several casks of fungus beer that the Fist of Doom find delicious) back to Fudley.

July 23rd, CY 576

The heroes arrive in Fudley. Sir John of Gerk and Petrichor take the time to travel to Admundfort to sell off some of the more esoteric magic items.

July 28th, CY 576

John of Gerk and Petrichor arrive in Admundfort.

Epilog:

The encounter with the denizens of the keep did not go unnoticed. Unbeknownst to the heroes, their actions were seen by the powers that be within the keep. Even though they feel safe far from Petestone Barony, forces beyond their control have already begun to plot their own vengeance against the keep.

DOOM CLOCK: 4



Project Wudchester

Sir John of Gerk is spending the bulk of his loot on a timber outpost for the hills in Petestone barony, that lie near the abandoned Hoborg mine (although not on a hill directly over the mine head). This is intended to be Sir John's home and an outpost/base for the Boner expeditions into the barony. On its completion, he will take the title "Captain of Wudchester".

A—The Timeline

July 28; Sir John, with Muggins, Bartelby and the Fist of Doom arrive in Admunfort

July 29 - August 5: Sir John sells off the Rod of Cancellation; Bartelby uses Recruit Skill to recruit a Building Company to build the outpost of Wudchester. Muggins does some errands for Sir John and has a rest. The Fist have a grand old time.

August 6 - 12: Sir John and all his men escort the building company to the hills where the abandoned mine lies.

August 13: The building company begins construction, with Sir John and company on watch.

August 20: square wooden tower complete.

August 25: barn is complete.

August 30: house is complete

September 5: palisade sections complete and building company departs.

B—Components

Square Wooden Tower: 800gp, 3 story plus basement, 40' high, 30'x30', 10 siege points, 15 occupants

[wooden tower is extrapolated from the stone tower of same time]

Wooden House: 500gp, 600 square feet, 2 story, 7 siege points, 12 occupants

Wooden Barn: 500gp, 900 square feet, 1.5 story, 7 siege points, 8 horses.

Connecting Palisade sections: 450gp, 60' length (6 sections 10' long, 15' high)

Total Cost: 2250gp.





