

Session/Game: Rampage/Shieldlands #14
The Shieldlands Episode 14: Obelisk of the Aliens
Campaign Date: September 18th - 21st CY 576

Date: September 17th, 2023

Characters:

Bardhun Staghide, High Elf, Magic User - 4 (Travis)
Dethstyn, Human Fighter - 1 (NPC)
Gnomelash! Gnome Jack / Mage -2 (Dave)
Bunting, Dwarf Fighter - 1 (NPC)
Gno-Itall, Gnome Jack - 1 (NPC)
Jakcolos, Pixie Jack - 4 (David C)
Stumgor Dwarf Fighter - 3 (NPC)
Enchanting Susan, Human Magic User - 1 (NPC)
Flank Masters, Four Jack Mercenaries
Freely Bucket, Human Fighter - 3 (Bob)
Dert, Dwarf Jack - 1 (NPC)
William Snow, Trollson Fighter / Mage - 3 (Craig)
Freddie Spunkmeyer, Human Jack - 2 (NPC)
Arturo, 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:

September 18th - September 20th

The Heroes of One-Thousand Bones return to Petestone Barony to continue their work freeing it of the taint of evil. After a short trip to Fudley, the party starts their return trip to Petestone Barony. They are welcomed into Wudham by Captain Gerke. Gnomelash! mysteriously disappears just a few yards from the timber walls of the newly built fortress.

September 21st

The next day, the Heroes of One-Thousand Bones decide to investigate the strange, alien obelisk that sits to the northwest of Petestone Keep. As they approach the edifice, they are concerned by all the wet, sticky mud that surrounds it. After a quick scouting by Gnomelash! the party gets closer to investigate. Just then, a cadre of Wormuloids burrows up from



the ground and attacks! After the initial attack, the nasty creatures are easily slain in a murderous rampage by the fighters.

The party enters the first chamber, and finds that it leads to more wet-sticky vertical tunnels. The Wormuloids do their best to harass and ambush the party using their digging powers but the heroes eventually reach the stone-reinforced rooms below. Here they find a curious sight of one of the “voiceless talkers” bodies on full display like an alien autopsy. Bucket smashes in another strange metallic pod and kills the eyeless, tentacled, chitinous thing sleeping within it. They find some treasure in a curious container of light but strong metal, then continue down a ramp to a workshop area.

Once again Gnomelash! scouts ahead. He quickly realizes that any skilled jack such as himself could easily lure a party like his into a hidden ambush. The party cleverly makes many of their number invisible and then sneaks into the workshop to take everything of value and then make their escape without springing the ambush. Later, an area effect spell reveals the hidden Wormuloids and they are slain.

The party finds several curious items including a pistol that launches bolts of energy, several handheld explosive devices that put cling-fire to shame, and a half-dozen strange milky coins. A brown card of some sort is also included. A scrap of a human-written log describes how a magical vessel from the Astral Plane was deposited in the mountains to the west.

... a large exploration-colonization expedition was overtaken in the course of its journey through the Astral Plane by a deadly plague. In a vain effort to halt the spread of the virus, the modular sections of the vessel were sealed and then separated, each left to its own fate. This section was drawn through a hole in space and time and spewed into our universe. Chance brought it to our very planet, and its magical constructs brought it to a mostly intact landing within the range of the Barrier Peaks.

