

Session/Game: Rampage/Shieldlands #23 **Date:** February 4th, 2024
The Shieldlands Episode 23: The Battle of East Fudley
Campaign Date: February 21st - March 30th CY 577

Characters:

Bardhun Staghide, High Elf, Magic User (Travis)
 Arturo Dethstyn, Human Fighter (NPC)
Freely Bucket, Human Fighter (Bob)
 Ordinary Joe, Human Jack (NPC)
Gruz Bondro, Half-Ogre Cleric Militant (David)
Sir John of Gerk, Human Fighter (Dave)
 Mike Muggins, Human Jack (NPC)
William Snow, Trollson Fighter / Mage (Craig)
 Freddie Spunkmeyer, Human Jack (NPC)
 Friar Biggins, Human Cleric (NPC)

February 21st - March 20th, CY 577

The Heroes of One-Thousand Bones return to Admundford to sell off their treasures and do some hiring.

March 21st - March 26th, CY 577

The heroes return to East Fudley for the grand opening of the Eagles Nest, the new tavern in town built by Gruz Bondro and Jakolos.

March 27th, CY 577

A group of frost giants leading a team of ice trolls and a cadre of nearly forty goblins attacked East Fudley following the same magical “prophecy” that curses the invaders of Petestone Keep. William Snow and Bardhun defend the “Snow Palace,” the refurbished burned-out ruin that is now their home. Freely Bucket and Gruz Bondro face the trolls head on. Sir John of Gerk mounts his horse and murders scores of goblins. He fights one giant who was wielding a two-handed sword that looked ridiculous in his hands. Once the battle ended, one granary, Shedley’s drinking house, and two cottages were burned to the ground. The giant’s sword is summarily deposited into a nearby latrine.

March 28th - 29th, CY 577

The next day, the heroes travel the two days to Petestone Barony

March 30th, CY 577

The Heroes of One-Thousand Bones enter the mine level of Petestone Keep following the symbol of the purple spiral. They soon find themselves lost, perhaps magically so. They are attacked by six Maze-Cows. They find a chest full of the monster's treasure. Four more of these beasts are caught unaware, giving the party access to their amulets. After some more exploration that reveals some fancy gold censers used for religious expression the heroes emerge from the maze right back where they started from.

Epilog:

By entering the maze of the Temple of Madness, but not able to traverse it successfully the heroes have attracted the attention of powerful elements within the underlevels of Petestone Barony. The Doom Clock advances and the resolve of the Maze Cows who patrol the rough-hewn mine tunnels are redoubled. The Doom Clock once again ticks forward to reach nine.

DOOM CLOCK: 9