

**Session/Game:** Rampage/Shieldlands #3  
**The Shieldlands Episode 3: The Ruins of Bangalor**  
**Campaign Date:** May 1st, CY 576

**Date:** April 2, 2023

**Characters:**

**Chuck Magnus**, Human Fighter (David)  
**Gnomelash!** Gnome Jack / Mage (Dave)  
**Jondar Garvit**, Human Fighter (Travis)  
**Petrichor Silverleaf**, Half-Elf Cleric-Spiritual (Quinton)  
**Zukerdog**, Human Jack (NPC)  
**William Snow**, Trollson Fighter / Mage (Craig)  
**Ramjam**, Human Jack (NPC)

**Judge:** Andrew

**Log:**

*May 1, CY 576*

The Boners decide to follow the directions of a map leading to a hideout in the Bangalor ruins described only as “mouse plus gold.” The heroes head down some rickety stairs below a ruined farmhouse by a granary. There are all sorts of rats and mice about. They find the front door broken off its hinges propped up by a pair of big rocks. They enter, and see a dead, headless hoborg lying in a pile of garbage. They hear a row of a voice dressing down his subordinates and making demands to the right. Straight ahead, they smell the stench of death and cheese. To the left is a locked door marked with a half-destroyed message reading “Danger to all whom...” emblazoned on it in Old Suloise.

The party heads to the right. They encounter a door, which Jondar finds is trapped when a massive man-sized rat trap snaps down on his back. This alerts the ratters and unusually large dog-sized rats in the next room. The Boners can clearly hear the Rat-Bastard, the leader of the ratter cult, scream at his men to attack.



Luckily, Petrichor’s magic blunts the attack. The Rat-Bastard is turned, as his lycanthropic blood cannot withstand the withering attentions of Obad-hai. The large rats then fail their morale check, and the ratters are cut down easily by Chuck and Jondar with the help of William Snow’s magic. The heroes track the wererat to a supply room and just murder him.

The heroes inspect the Rat-Bastard’s “throne” room. A freshly-slain hoborg head lies nearby. The Boners manage to piece together that the Rat-Bastard was using the Speak With Dead spell to try and figure out why the hoborgs were trying to kill him. Chuck and Petrivor both

contract a wasting disease when they are bitten by sack-rats as they collect the treasures of the Rat Cult. Chuck enters the locked room to the left of the entrance using a key he took from the Rat-Bastard. He glimpses a bloodstained altar, the symbol of a descending spiral in purple, and some arcane and detailed wall art that threatens to drive him to madness and “nopos” out. The party returns to Tramphollow and buy some Goldenrod from the Widow Griselda of Tramphollow, but that home remedy to the rat’s wasting disease isn’t successful.

#### *May 2, CY 576*

The heroes make their way back toward Fudley, but they don’t get much farther than Jacobus before Petrichor begins to fade. The wasting rat-sickness hits his lungs, and he clings to life. The Boners are surprised by the unexpected appearance of the revolting vermin-hybrid creature known as Flybert. The creature speaks only in jumbled, nonsensical common but shows that he is helpful by healing Petrichor and Chuck Magnus of the illness before slipping away.

#### *May 3, CY 576*

The Boners continue to Fudley. There they take some time. Gnomelash decides to purchase a cottage for him and “Vengeance” the mule. He dubs the rough circumstance “Stately Gnome Manor.” This purchase prompts the rest of the Boners to pool their resources to buy a cottage that they name the “Snow Palace.”

#### *May 10, CY 576*

The heroes spend a week in an attempt to recruit some help, but all they are able to find is Morcar the Wanderer again who decides that the Boners are not worth his time. Instead, William Snow manages to obtain the services of a serf stranded in the rural fiefdom of Fudley after his caravan he was serving left him named Ramjam.

#### *May 12, CY 576*

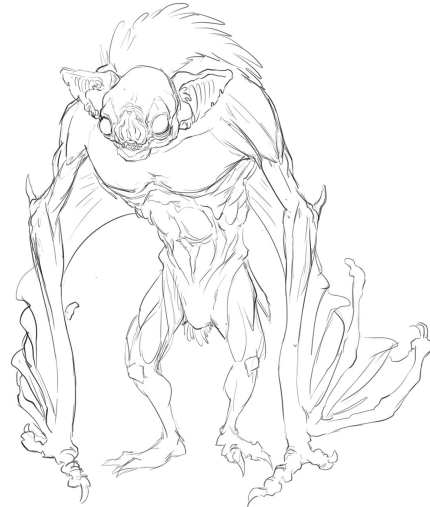
With new recruits and homes, the heroes return to Petestone. They purchase the services of Zukerdog and he joins the crew as they return to the ruins of Bongolar to empty out what might have once been a noble’s villa that honored antiquities. Unfortunately for them, what they find in the basement is a zealot’s shrine to death that a magic mouth guide says is named the “Tomb of Scabs.”

With Gnomelash’s guidance, the Boners pick their way past three pit traps in the finely-decorated entryway. They enter the Hall of Deeds where the magical mouth guide tells them to leave their financial offerings to the Mummy Bride or else the Sons of Blood will come and take it from you. The mouth points out the Hall of Gifts to the left, the Hall of Heroes to the right, and the Hall of Supplication directly ahead. The Boners head right into a hall with two doors. Some sticky, wet substance lays in a dry puddle in front of a door to the treasury. A second door leads to the Hall of the Dead. Inside are six standing sarcophagi, and a very pregnant mummy lady pushes off the lid of a seventh and moves to attack! She sings a very sinister lullaby softly to herself while the Boners



throw all manner of flammables at her trying to make her stop attacking. Meanwhile, four man-bats have entered the fray from the Hall of Supplication. “Gimme all your blood!” they croak.

Petrichor turns two of the four lycanthropic werebats with his divine might. The werebats are only vulnerable to silver, and the mummy’s weakness is cling fire and oil. However, the heroes finally manage to destroy them all but not until Gnomelash! and Chuck are both infected with Mummy Rot.



At first the Boners find no treasures for their efforts. Gnomelash! manages to poison himself by opening a false door that sprays a poisonous ichor all over him. Luckily, Petrichor is able to neutralize his poison with his healing magic. Secret doors are discovered. The heroes find a magic +1 heavy crossbow behind a secret door in the Hall of Heroes, and a trove of gold dust and poison resin in a second secret chamber behind the Mummy Bride’s coffin.

*May 13, CY 576*

The Boners head toward the old, established temples of Rufo and Admunfort seeking any help they can get to remove the mummy’s curse from Chuck and Gnomelash!

*May 14, CY 576*

Chuck and Gnomelash! both make a desperate rush to the temples of lawful gods for potions to remove the mummy’s curse. Gnomelash! is forced to sell off his newly-purchased cottage and his noble steed Vengeance.