

Session/Game: Rampage/Shieldlands #32

Date: July 7th, 2024

The Shieldlands Episode 32: Expedition to the Barrier Peaks

Campaign Date: August 23rd - October 4th, CY 577

Characters:

Sir John of Gerk, Human Fighter (Dave)

Mike Muggins, Human Jack (NPC)

Freely Bucket, Human Fighter (Bob)

Ordinary Joe, Human Jack (NPC)

Gruz Bondro, Half-Ogre Cleric (David C)

Harry Funt, Human Fighter (NPC)

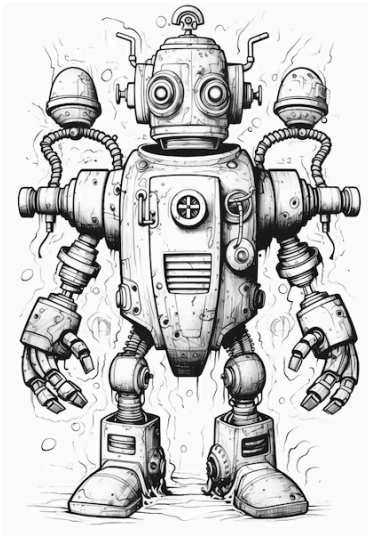
William Snow, Trollson Fighter / Mage (Craig)

Freddie Spunkmeyer, Human Jack (NPC)

Friar Biggins, Human Cleric (NPC)

Judge: Andrew

Log:



August 23rd - September 29th, CY 577

The Heroes of One-Thousand Bones spend some time recovering from the war against Orkings.

September 30th, CY 577

Sir Wilford of Bromley reaches out to the heroes. There is an emergency situation. Scouts for the Hydra Legion have witnessed some terrifying void ship technologies used by the armies amassing to the west. There are flying ships as well as a towering golem of death that is threatening to assault the Trimarch soon, and there is currently no countermeasure or understanding of it. Bardhun points out that he has acquired a map to just such a void ship that had crash-landed in the Barrier Peaks.

October 1st - 2nd, CY 577

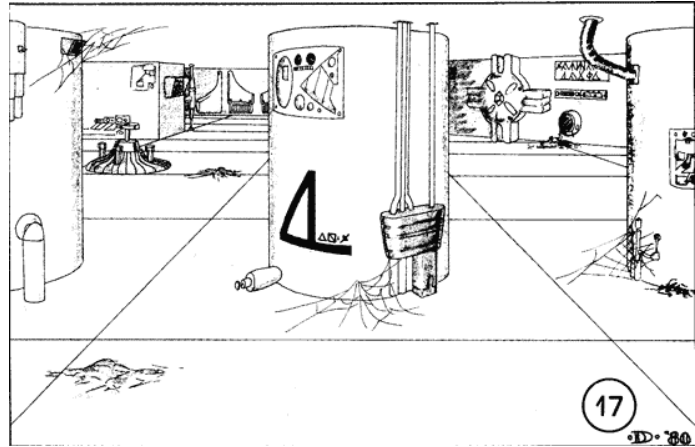
The party makes preparations for their trip. Bardhun and Petrichor stay behind to do some additional magical research. They pledge to join the party as soon as they have a better idea what it is that the party is looking for exactly.

October 3rd, CY 577

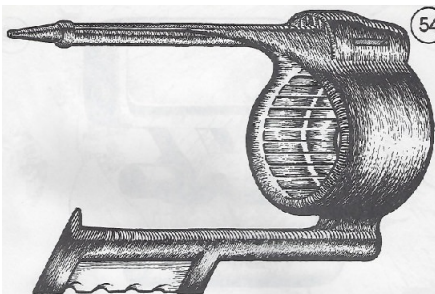
The heroes travel to the Barrier Peaks using the The Tower of Aetherium. Sir Gerik musters his strength and just barely manages to drag the tower across Oearth to his destination, a point on a map indicating where a magical void ship had fallen from the sky.

There they find a vessel shaped like a triangular prism lodged within a canyon. A door at one of the three corners of the void ship stands open. They use the strange brown card to gain entrance. Inside, they find a strange vertical tube, and climb up it.

On the floor above, they find metal vaults with all sorts of buttons, lights, and levers. They see some thick fog to the right but opt to go to the left. There they find several strange skeletons. Careful investigation shows that the skeletons are odd, with four fingers per hand and no jaw to speak of. Instead, the configuration of their remains and razor-sharp teeth suggest that they had mouths like a lamprey eel. They find a strange wheeled sled.



They are zapped by some strange radiation. They are attacked by several security golems with a debilitating magical ray and powerful melee attacks. They find a strange grey card amongst the skeleton with some sort of unique uniform, as well as an odd device that shoots a thin, blue beam. They counter attack the security golems, and knock them all out on the level despite having to also deal with a malfunctioning android with a magical pistol. They find a second vertical tube, and climb up and out of the void ship. They decide to rest for the evening in the Tower of Aetherium.



October 4th, CY 577

The heroes return to the alien void ship, entering through the roof as they had left before. They return to the door they started at. They find two maintenance rooms, as well as a lounge. They loot some valuable jewelry off of the skeletons here. They find a destroyed maintenance golem and loot it for gemstones. They begin searching through several staterooms and lounges, finding more colored cards (Orange and Black) as well as more valuables. The kitchen is strange, and appears to cater toward cannibalism.

They have to deal with some more radiation before they are preyed upon by a family of Refractocats. They find a medical bay, but Gruz realizes that the surgeon is in fact malfunctioning as he drills into the hapless cleric. Finally, the heroes find a security golem repair bay. They crash in, destroying the idle golems, the android that fixes them, and recovers several power chips. Happy with the night's loot, the party returns to their tower to rest.

Epilog:

Rancid Thung has gained the upper hand, and threatens the Trimarch with a doomsday device. The only chance the people of the Fudley area have is for our heroes to learn the secrets of this device before it is too late. The Doom Clock nearly pushes its way to thirteen, sealing the heroes' fate.

DOOM CLOCK: 12

