

**Session/Game:** Rampage/Shieldlands #33  
**The Shieldlands Episode 33: Diabolical Doppelgangers**  
**Campaign Date:** October 5th - October 6th, CY 577

**Date:** July 21st, 2024

**Characters:**

**Bardhun Staghide**, High Elf, Magic User (Travis)  
**Arturo Dethstyn**, Human Fighter (NPC)  
**Sir John of Gerk**, Human Fighter (Dave)  
**Mike Muggins**, Human Jack (NPC)  
**Gruz Bondro**, Half-Ogre Cleric (David C)  
**Harry Funt**, Human Fighter (NPC)  
**Ikarus**, Changeling Jack (Quinton)  
**Gryll Kuhn**, Wood Elf Jack (NPC)  
**Tyr of Celene**, Cleric-Militant (NPC)  
**Milton of the Dirt**, Human Mage (NPC)  
**Rolando**, Human Fighter (NPC)  
**Fustamento**, Human Magic User / Jack / Cleric / Fighter  
**William Snow**, Trollson Fighter / Mage (Craig)  
**Freddie Spunkmeyer**, Human Jack (NPC)  
**Friar Biggins**, Human Cleric (NPC)

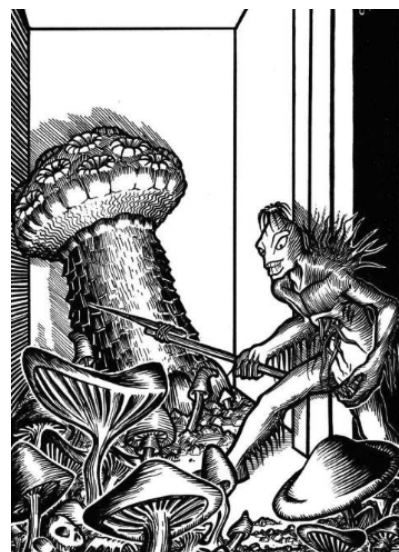
**Judge:** Andrew

**Log:**

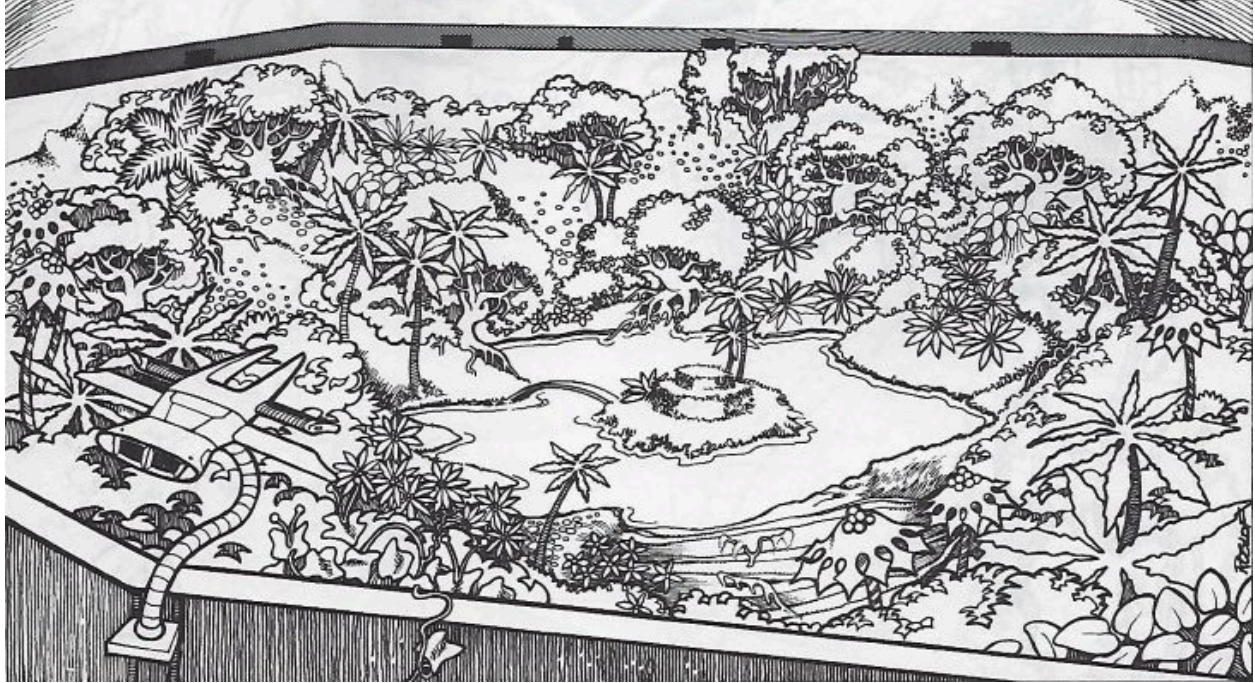
*October 5th, CY 577*

Ikarus and Bardhun are now available after realizing that they are in fact looking for a “brain in a jar” as the key to disable the Horned Society’s diabolical weapon. Once again, the heroes enter the void ship. They locate some more treasure just lying on the ground and are able to shake off the mysterious illness that plague them in certain sections of the vessel. They locate an eerie small child. Ikarus finds that she does not have a normal physiology, so the heroes throw her in a sack and take her back to the tower. They are more or less nice to her, but they are sure to leave her in the dungeon so she can’t cause any trouble.

The next day, they return to the void ship with a new plan. The Heroes of One-Thousand Bones ask Gruz to cast “Locate Object” and scout ahead through the passages for the “brain in a jar.” They encounter a monster that lurks above and drops on them. They burn down the hallway filled with giant mushrooms



and vegetable pygmies, sparing nothing. Once all the alien flora monsters are slain, the party sends Gruz on his speedy, invisible mission. Gruz hears voices that sound like his companions on his travels. Gruz returns, but flees again when Ikarus insists on listening to his heartbeat. After some more negotiation, Gruz finally returns to the party again, no longer invisible. He had not discovered any jars or brains.



The Heroes of One-Thousand Bones climb down one of the shafts to the garden level led by Gruz. There, Ikarus sends his man Gryll ahead invisibly with a fly spell on him. He scouts out the garden, but is unable to identify a “brain in a jar” amidst the foliage. They struggle against a goo palm which makes Gruz sick. Gryll comes back, but Captain Gerk rightly realizes that he is a Doppelganger and murders him. They find two dinosaurs as they explore the perimeter of the level. They run into a cloud of Spore Bats, but decide to find a different way around them. Once again, Ikarus sends Gryll ahead which made them question who he was when he returned with news about a plant with grasping vines. They cut him to make sure he is who he says he was. They cut Gruz, suspecting him of being a Doppelganger as well because of his love for “fish biscuits.” Their concerns are proven true and they murder fake Gruz as well.

On the level above, they hear Gruz talking to other versions of them planning an ambush. Bardhun summons a celestial that just kills all the Doppelgangers. They eventually find Gruz back on the first floor still searching for the brain in a jar.

The Heroes of One Thousand Bones return to find Bucket covered in Doppelganger guts. Apparently the “little girl” was also such a creature, but without the ability to read the others’ minds made a crucial mistake that triggered Bucket’s suspicions.

**Epilog:**

The heroes now know what it will take to defeat Rancid Thung's apocalyptic weapon. The Doom Clock ticks to twelve as the heroes' fates become clearer.

**DOOM CLOCK: 12**