

Session/Game: Rampage/Shieldlands #34
The Shieldlands Episode 34: Brain in a Jar
Campaign Date: October 7th, CY 577

Date: August 4th, 2024

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)
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:

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The Heroes of One-Thousand Bones return to the voidship and move directly to the garden level to continue their search for the brain in a jar. William Snow manages to take some gemstone seed gems from a saw tooth plant. Gruz is nearly poisoned by a purple flowering palm tree. The heroes arrive at the hole leading to the lower level of the vessel. As Bucket begins to hack away at the alien grasses, a titanic, monstrous frog-like creature with tentacles attacked. Harry Funt was swallowed, never to be seen again. The heroes eventually manage to drive this beast off.

As the heroes descend through the hole, they are attacked by a swarm of web-slinging birds. Ikarus sets off a magical grenade, hurting all the adventurers but also destroying the alien creatures as they try to capture and eat the party members.

The heroes find a lift to the lowest level. They cast a spell to locate the brain in a jar. They travel past some strange menacing fungus in an auditorium toward a cargo hold. There, they face off against a giant brain in a jar walking on magically animated steel legs defended by four identical "wizards" and three androids. William Snow focuses his ability to see through the "wizards"

illusionary facade and is shocked at the powerful horror of their alien gaze. The fight turns poorly for the heroes. The loyal followers Ordinary Joe and Mike Muggins are slain. Ikarus and his crew are forced to flee. Freely Bucket is shot to pieces by the androids. Luckily, the heroes manage to pull themselves together and lead a rally to come back. They manage to disable the brain in the jar, and now they know how to infiltrate and disable Rancid Thung's apocalyptic weapon.

Gruz raises Freely Bucket, while Ikarus uses some regenerative unguents to restore Muggins and Ordinary Joe.

Epilog:

The Doom Clock ticks to thirteen as the heroes' fates are finally revealed.

DOOM CLOCK: 13