

**Session/Game:** Rampage/Shieldlands #11

**Date:** July 23rd, 2023

**The Shieldlands Episode 11: Madame Mysteria's Love Potions**

**Campaign Date:** August 16th - August 17th, CY 576

**Characters:**

**Bardhun Staghide**, High Elf, Magic User - 4 (Travis)

**Dethstyn**, Human Fighter - 1 (NPC)

**Gnomelash!** Gnome Jack / Mage - 3 (Dave)

**Bunting**, Dwarf Fighter - 1 (Dave)

**Icarus**, Changeling Jack - 4 (Quinton)

**Gryll Kuhn**, Wood Elf Jack -1 (NPC)

**Reth Grimborn**, Human Cleric-Militant - 1 (NPC)

**Milton of the Dirt**, Human Mage - 1 (NPC)

**Jakcolos**, Pixie Jack - 4 (David C)

**Jankin Heartbreaker**, Human Magic User -1 (NPC)

**Myron Loft**, Human Magic User - 1 (NPC)

**Flank Masters**, Four Jack Mercenaries

**Piscis Lac the Jack**, Jack - 3 (Luke)

**William Snow**, Trollson Fighter / Mage - 3 (Craig)

**Spunkmeyer (aka Freddie)**, Human Jack - 1 (NPC)

**Judge:** Andrew

**Log:**

*August 16th*

As the heroes approach Petestone Barony they encounter Sivart, who trades a scroll of ice bolt for two pints of wine. They find that the people of Tramphollow are particularly evasive. Gnomelash! disguises himself as the short elf Rod Roderson and reads the thoughts of the Widow Griselda. For some reason, Gnomelash! believes that the people of Tramphollow are being threatened by a group of Hoborg gangsters.

The heroes talk with Zukerdog and ask about the closest place for some gambling action. Zukerdog points them toward the Bangolar Ruins. The party decides to walk back to Jacobus to rest, arriving just before nightfall. They have a brief discussion with Sir Jack Obus about his small enclave and discuss some metaphysics regarding the eternal lords of law.



*August 17th*

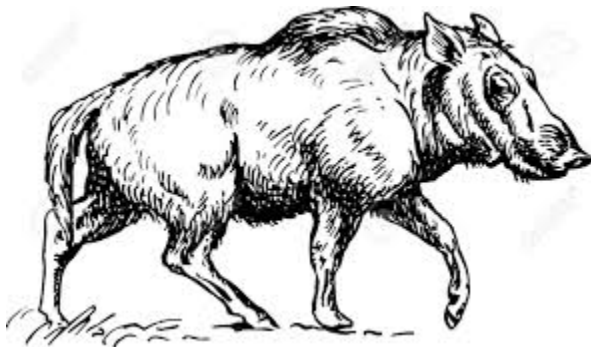
Following their night's rest, the heroes return to Petestone Barony. They arrive mid-morning and decide to visit the Bangolar Ruins in search of the Hoborg gangsters who they believe are oppressing the village of Trampollow.

The casino of Piggy Grimlik is the gambling center of Petestone. It is set in the underground levels of a ruined villa in the Bangolar Ruins.

The heroes enter and meet a very surprised Lile by the front door. He greets the adventurers, tells them where to find the casino in the small, underground complex, suggests that the site is visited by none other than Good Time Charlie, and then makes himself scarce.

The heroes are subtle at first. They try to join the pair of conversations going on in the atrium apparently guarded by armed statues carved in volcanic glass. The first discussion seems that they are talking about some sort of business deal that they disagree about. The second conversation between two very rough looking customers appears to be over a woman.

William Snow "accidentally" pushes one of the statues, and once it rights itself the heroes of One-Thousand Bones know that it is animated and the fight is on. They begin shooting the eight glass statues with bows and smashing them with swords and clubs.



Half way into the fight, a clutch of Hell Pigs are released by one of the animated statues from a side room. They charge into battle with tusks and spittle, spreading chaos and Swine Rabies as best they can. Dethstyn is forced to sacrifice his shield or be gored to death by these demonic porcine demons. Fortunately, the pigs go down easy, and stay down once they are splashed with holy water.

The master of the house arrives! Piggy Grimlik is a gigantic pig-headed monstrosity. With a tremendous battle cry, he charges headlong into the fray. He completely misses Jackolos and the whole party just wipes the floor with him.

Inside the casino room, all the searchers find is a locked box and a low-quality gambling table of skull and bones. They find a ruined portrait of a mi-go in the library. The wereboar's room is a sty covered in filth and feces. A footlocker contains a suit of armor and some quality weapons, and some other valuables are retrieved. Little do the heroes know that all the Hoborg gangsters had hustled from the gambling room through a secret door behind the bar.

Next the Heroes of One-Thousand Bones turn their sights on Petestone Keep. As the party approaches, the Ded Hed Krew immediately just flee their posts on the walls of the keep.

The heroes head to the third level of the underkeep. They encounter a pin-headed giant. Gnomelash! sneaks in to see him flirting with a straw-filled giant scarecrow lady giant. As the giant steps out to interact with "Jill" the heroes just destroy this beast.

The heroes encounter a locked room with a barrel of salt, just before they find a hallway filled with ten strange statues just outside a room with a sign describing it as a shop for Madame Mysteria's Love Potions. Inside, a blind elven lady named Vem sells alchemical wares and potions. She, her blind sister Jill and their "blind" friend Jack live together in tight quarters and serve their mistress Madame Mysteria and her mother.

Further down the hall, the heroes found the proprietor's shop and storeroom. As Jakcolos moves to disable a trap on the door, he disturbs one of the statues. It immediately animates and attacks, along with its other nine compatriots. The commotion alerts the mistress, a snake-haired Medusa who emerges from her workshop to confront the adventurers. The party wisely drops a cloud of fog to prevent them becoming a victim. The two mages in Jakcolos' employ, Jankin Heartbreaker and Myron Loft are beaten and slain by the animated statues. Bardhun summons an angelic warrior to battle with the medusa. Around the corner, a Lamia with a head of snakes appears - the mother of Mistress Mysteria. After a grinding battle with the ten stone statues, Gnomelash! uses a tangler to lock the Lamia in place long enough for the remainder of the party to dump all sorts of flammables on it until it is destroyed. The party loots the monster's rooms, liberates the blind elves, and returns to the surface.

*August 18th - 24th*

The party carts their loot all the way back to Admundfort to do some more shopping.



## **Manual of Stone Statue Animation**

From a medium stone statue worth at least one-thousand gold value to carve, or a petrification victim, this manual allows a spellcaster to create an animated statue. This process costs an additional one-thousand gold coins in rare herbs, gemstones, parchment, ink, and incense which are all destroyed in the consecration and encoding of the enchantment. These supplies are similar enough to those used for the creation of magic-user scrolls that they are virtually interchangeable.

These statues will animate and attack when a command word is given, if an unauthorized entity enters the 30'x30' area guarded by them, or if they are touched or attacked. The command word and authorization description is encoded when the statue is created. Activated statues may activate others of their kind if they can visually see each other. Animated statues may only be active for up to an hour a day, cumulative time. They may not move or pursue an entity more than a mile from the guarded area, and may be encoded to turn back to defend earlier. If the creator is audible to them, they may follow simple directions, but are very poor at performing tasks more difficult than "attack."

The animated statues have the following statistics:

### **Animated Statue**

Armor Class 15

Hit Points: 4D6 (20)

Save 16

Attack: +4 1D8

These statues take half damage from all melee weapons except picks, hammers and war-hammers. They are immune to all Enchantment spells, Mind-reading, any form of Charm, Sleep or Hold effect. They are also immune to poison and disease.