

Session/Game: ACKS/Gatavia III #42

Date: May 31, 2015

Episode 42: Ghost Riders in the Sky

Campaign Date: February 15-20 1432 AY

Characters

Exorcist Rinaldo, human, cleric-9, neutral (Robert Swan)
Decius, human, explorer-7 neutral (henchman)
Mighty Beavis, gnome titan-7 neutral (henchman)
Manfred, human, mage-7 neutral (henchman)
Deadeye Hayes, human, blade-dancer-7 (henchman)
Leroy the Assistant, orkin, thug-8 (charmed henchman)
Murderface Jack, dwarf, fury-9 neutral (Jason Liebert)
Fancy Jill, dwarf, craft-priest 6, neutral (henchman)
One Axe Jack, dwarf, fury-5, neutral (henchman)
Two Axe Jack, dwarf, fury-5, neutral (henchman)
Whispy Nuggets, elf enchanter-5, neutral (henchman)
Tiberius, human, mage-9, neutral (Tim Moyer)
Helpful Bill, human, fighter-7, neutral (henchman)
Muttering Osborn, human, shaman-6, neutral (henchman)
His Royal Majesty Amicus, King and Pontifex of Gatavia, human, cleric-9, neutral (Andrew Smith)
Louise Impetuous, human, fighter-5, neutral (henchman)
Sister Helena, human, blade-dancer-7, neutral (henchman)
Split-tongue, elf, enchanter-7, neutral (Marlon Kirton)
Sigwulf, human, fighter-4, neutral (henchman)
Flamer, (reincarnated baboon henchman)
Yengemel, human, mage-2, neutral (henchman)
Sammy, human lackey-1, lawful (henchman)
Muttering Oaffins, human, shaman-1, neutral (henchman)
Gorna, human, shaman 9, Neutral (Bob LaForge)
Max Beamis, human, fighter-6, neutral (Zach Kleiser)
Jack Wampus, dwarf, neutral (henchman)

Judge: Dave Nelson

Prologue:

King Amicus was summoned to the audience chamber of the Yoesville City Hall, when Mayor Clovis was unable to deal with an unusual disturbance. When he arrived he found a strange hermit named the Mystic Voice of the Crab Gods was raising a huge commotion. He eventually addressed the King telling him that if he were indeed a true king he wasn't showing it. The Crab Gods decreed that Amicus must move to recapture the island of Noviodunum, the historic capital of Gatavia. The mysterious Dark Obelisk on the island must finally be broken and so free the island from its undead curse. Amicus saw the wisdom of the divine decree and summoned the Skull Collectors for an expedition onto the Island of the Dead.

February 16

The Skull Collectors cross the bridge onto the Island of the Dead. However, supernatural terror prevents Sister Helena, Manfred, Decius, Leroy and Sigwulf from making the crossing. Travelling north toward the Obelisk, they encounter a lone refugee dwarf named Sad Jack and agree to take him to safety, despite his incessant whining. Reaching the Obelisk, King Amicus uses "True Seeing" to gaze upon the stone's true nature and discovers that it is in fact a large demon imprisoned in the shape of a stone. They decide (after going over the various omens) to march to the Haunted Keep at the north end of the Island and hopefully find the key to banishing the demon there.

They use their magic carpets and other spells to land on the roof of the Keep and begin to work their way down. First they slay 34 of the undead Legion of the Damned at the top level. Then they proceed down, and are warned to depart by 5 skeletal vampire guards. Treating their threats with scorn, the Skull Collectors destroy the vampires, but not before Helpful Bill is drained of 2 levels. In the chamber behind the vampires is a large, sealed golden jar, which they take, but do not open. Below this they find the next floor guarded by a gigantic Iron Adder construct, which manages to poison Max Beamis and Deadeye Hayes before being destroyed. The two henchmen are cured by the clerics.

Here the Skull Collectors find a large magical spell inscribed on the wall that reads "The Beast Must Stand as an Obelisk." Murderface figures out that if they inscribe the word NOT before the "Stand" it should release the creature. They decide to camp for the night at the Keep and then release the demon the next day and be on hand to slay it.

However, during the night, a group of 4 murderous Ghost Riders appear and start inflicting havoc on the party. The Skull Collectors, without the steady courage of the Masked Archer, decide to flee like cowards. Yet, the flight is stymied when only one 1/3 of the party has been ferried across the river on the magic carpets when the ghost riders reappear. A deadly fight resumes, and despite it all the Collectors are victorious. The battered party flees overland stumbling across country in the dark, and staggers into Pickerville about dawn.

February 17

The Skull Collectors rest and recuperate at Pickerville and bid Sad Jack to beat it.

February 18

This time using their flying ship, they drop One Axe Jack and Two Axe Jack at the Keep to make the inscription on the magic wall and hurry to the obelisk. The Demon, the very demon of war that Dengwur had used to destroy Noviodunum centuries before, is released. The party gives immediate battle. The demon throws fire and death spells at the group, slaying Flamer the Baboon, Louise Impetuous, Max Beamis, Helpful Bill and Jack Wampus. But at long last the creature is cut to pieces and sent back to Hell. Flamer, Max and Jack Wampus are raised from the dead, but Louise and Helpful Bill must be reincarnated, which they both are, to return as humans. Louise, however returns as a man, now Louis Impetuous.