

Session/Game: ACKS/Gatavia III #29

Date: November 2, 2014

Episode 29: “Out of the Pan Lo, into the Fire”

Campaign Date: May 19-21, 1431 AY

Characters

Exorcist Rinaldo, human, cleric-8, neutral (Robert Swan)
Decius, human, explorer-6 neutral (henchman)
Mighty Beavis, gnome titan-6 neutral (henchman)
Manfred, human, mage-5 neutral (henchman)
Bobby the Broken Bard, human, bard-4, neutral (henchman)
Wingus, human, lackey-5, lawful (henchman)
Murderface Jack, dwarf, fury-8 neutral (Jason Liebert)
Jack O'Woden, dwarf, craftpriest-7, neutral (henchman)
Slab Wilson, human, level 0, neutral (henchman)
Bosco Bordain, Halfling, scout-3, neutral (henchman)
Rotwang, human, barbarian-8, neutral (Bob LaForge)
Bosco Ned Cook, Halfling burglar-1, lawful (henchman)
Tiberio, human, mage-7, neutral (Tim Moyer)
Helpful Bill, human, fighter-4, neutral (henchman)
Pontifex Amicus, human, cleric-8, neutral (Andrew Smith)
Masked Archer of the Apocalypse, assassin-8, neutral (Dave Nelson)
Nixon, human, lackey-6, neutral (henchman)
Hackamore, human, thief-6, neutral (henchman)
Faber the Fantastic, human, mage-4, lawful (henchman)

Judge: Lords of Hack Dungeon-o-Matic

MAY 19, YOEVILLE

The merchant Pan Lo, having been rebuffed from his request to use the Scepter of Castor by Rinaldo, withdrew with his sinister henchmen. Rinaldo gave the Scepter to his lackey Wingus and bade him hide with it in town. Unluckily for Wingus, 2 of the henchmen had Rinaldo's house under magical surveillance and easily tracked down the lackey and killed him, seizing the Scepter. Meanwhile, a third henchman, calling himself “Friendly Steve” offered Murderface Jack, who was at that time just entering the city, a famous dwarven weapon in exchange for the loan of the Scepter.

Rinaldo called together all the Skull Collectors who were present in town in order to discuss what to do about the Scepter and Pan Lo, little realizing that such discussion was far too late. At length, they discover that Wingus was dead, the Scepter was gone, and Pan Lo and his henchmen were fled. Consulting the gods Jupiter and Saturn, the Amicus and Rinaldo glean that the Scepter was now on the Island of the Dead, beneath the old Basilica Major of the ruins of Noviodunum.

MAY 20, YOEVILLE

The Collectors send a faster rider to retrieve the Ring of Wishes from Skull Manor. They expend the last 2 wishes to restore Tiberio and Manfred to immediate health and to cure Murderface's mangled leg to good order.

MAY 21, ISLAND OF THE DEAD, BASILICA MAJOR

Rinaldo, Amicus, Tiberio, Murderface, Rotwang, and the Masked Archer of the Apocalypse, together with their henchmen, cross into the Island of the Dead and climb down into the dungeon of the Basilica.

Encounter 1: The party stumbles onto a battle between 27 Legion of the Damned and a handful of brigands, led by a man named Helpful Bill. The clerical power of the party renders the Damned helpless, and Tiberio recruits Helpful Bill as a henchman.

Encounter 2: they discover a large chamber guarded by a fearsome Bronze Golem and 12 Bone Golems. The Masked Archer manages to put a hurting on the Bronze Golem, using lightning arrows, but a Hydra summoned by Tiberio puts an end to many of the Bone Golems and finishes the Bronze. Afterwards, Hackamore and Nixon manage to disarm some traps on the treasure chests and unlock them. Jack O'Woden also discovers a magic trap on the floor, which Rinaldo dispels.

Encounter 3: The party triggers the summoning of a Winged Demon-II, which they quickly kill.

Encounter 4: The summoned Hydra destroys 4 living stone statues at a nearby intersection before it finally fades.

Encounter 5: in a cave complex beyond the intersection, the Masked Archer sneaks in and surprises 4 greater hell hounds, and withdraws. Murderface and Rotwang, under the influence of growth spells, kill the beasts easily.

Encounter 6: they find an escaped prisoner, named Bosco Bordain, a Halfling scout and cook, who joins Murderface as a henchman.

Encounter 7: The Masked Archer scouted ahead and found three vampires lying in wait. Tiberio sent a pack of summoned berserkers to flush them out. After the vampires destroyed the berserkers, Amicus blasted one of them to dust, Rinaldo turned another one away with holy power, and the party cut down the third, causing it to take gaseous form and escape. The party seized their treasure and moved off in the opposite direction.

Encounter 8: They discover a horde of 10 fire elementals. Rotwang uses a Ward against Elementals to hold them off until they can be destroyed by arrows and spells.

Encounter 9: having found a magical wand of Door Creation on the floor, Tiberio uses it to make a short cut toward the location of the Scepter (the location being pinpointed by Amicus's divine magic at this point). They notice one door ahead is protected by a dangerous glyph. Using the wand, they avoid that door only to stumble into a pack of 8 Winged Demon-I's. Rinaldo turns one of them and Faber manages to trap two others in a web. When Murderface's passage is blocked by Nixon, he yanks open the glyphed door, causing an explosion that injures much of the party, some critically (Faber and

Bobby) and causes much ill-will toward the dwarf. Eventually, the demons are all defeated.

Encounter 10: The party discovers the resting place of the Scepter of Castor, guarded by 13 gargoyles. After a brisk battle (in which Murderface's henchman Bosco Bordain is backstabbed by Hackamore in revenge for the glyph incident) the Scepter is recovered and the party retreats to the surface.

Epilogue Details: Amicus reclaims possession of the Scepter of Castor. Rinaldo sells a magic sword with backstabbing powers to Hackamore for 6000gp.