

Session/Game: ACKS/Gatavia III #35

Date: February 1, 2015

Episode 35: “Conquering the Badlands”

Campaign Date: September 26th-October 18th, 1431 AY

Characters

Whang, Fighter-7, neutral (Marlon Kirton)

Granny Webb, human, witch-2, neutral (henchman)

Holy Jack, dwarf, craftpriest-3, neutral (henchman)

Swami Mohinder, human, mage-1, neutral (henchman)

Split Tongue, elf, enchanter-7, neutral (Marlon Kirton)

Flaming Jack, dwarf, vaultguard-5, neutral (henchman)

Sigwulf, human, fighter-4, neutral (henchman)

Bosco Pupdink, halfling, neutral (henchman)

Exorcist Rinaldo, human, cleric-8, neutral (Robert Swan)

Mighty Beavis, gnome titan-6, neutral (henchman)

Manfred, human, mage-6, neutral (henchman)

Decius, human, explorer-6, neutral (henchman)

Sindrain, elf, ranger-5, neutral (henchman)

Deadeye Hayes, human, bladedancer-4, neutral (henchman)

Murderface Jack, dwarf, fury-8 neutral (Jason Liebert)

Swagger Jack, dwarf, fury-4, neutral (henchman)

Mighty Jack, dwarf, fury-4, neutral (henchman)

Fancy Jill, dwarf, craft priest-5, neutral (henchman)

Whispy Nuggets, elf, enchanter-4, neutral (henchman)

Tiberio, human, mage-8, neutral (Tim Moyer)

Helpful Bill, fighter-6 neutral (henchman)

Muttering Osborne, shaman-5, neutral (henchman)

Masked Archer of the Apocalypse, assassin-8, neutral (Dave Nelson)

Trusty Nixon, human, lackey-6, neutral (henchman)

Hackamore, human, thief-7, neutral (henchman)

Gorna Liquortitty, shaman-8, neutral (Bob LaForge)

Judge: Andrew Smith (adjudicating using the weekly lightning round technique with a “pushback” deck)

September 26th – October 2nd

Amicus spends these three weeks cooking up Potions of Extra Healing and making preparations for the creation of the new holy domain of Noviodunum.

Rinaldo travels to Orchester alone and meets The Cyclone, a well-traveled urban duelist with a well-armed manager and a cadre of followers at the Slithering Horror Tavern in Orchester. Rinaldo trades the Rune Sword of Wiglaf for the Death slicer and joins The Cyclone and his friends for an evening of fine wine and food. Rinaldo leaves on good terms with the famous duelist and his crew.

Beavis and Decius stay in Yoesville and do some carousing. Decius is lucky enough to find a counselor who trains him in the art of full body health. Beavis burns down the "Chateau de la Fleur". It is later rebuilt, but the burned house remains in the center of Yoesville as an eyesore.

Tiberio stays close to Fort Hydra and continues his recruiting efforts. Murderface also does more recruiting at BadAxe Hold.

Gorna sets about rebuilding Rageburg's defenses. At first his people are hesitant to rebuild the Ardean walls that surround the stronghold, but Gorna's anger shows and his people jump to work. He invites Sister Helena to help him dig out a moat using the Spade of Colossal Excavation.

Split Tongue recruits in Yoesville. Wang travels to Fort Hydra after being approached by a seer who tells him that the fort may be attacked soon. He watches for an attack from a safe distance.

Sure enough, that evening Fort Hydra is attacked from below ground. A purple worm and three smaller worms erupt and begin to kill a number of summoned soldiers. Tiberio takes to the sky to escape the Wormcult's summoned minions just in time as a Hydra/Worm hybrid abomination breaks the surface and really starts chewing up the soldiers. After the worm is slain, and some small amount of property damage and soldiers are slain, the multi-headed worm retreats below the surface once again. Wang walks back to his home content that Yoesville has been protected.

The Masked Archer spreads rumors that he has the Tome of the Mammertine Apocalypse around Yoesville in an attempt to draw the Masked Swordsman out into the open, while spreading another rumor that he'll be at the bridge to Noviodunum at a certain time. Hackamore hides and looks on at the specified time. The Masked Swordsman arrives, walks toward the bridge's defenses, and is immediately run down by three dozen falcon tribe Therks. At that very moment, the bridge's keep erupts in flame as a strike force of Old Ones and their mighty sorcerers attack from the Island of the Dead. Many Therks are also killed as they flee. The Masked Swordsman's body is taken – probably as evidence that the deed was done.

October 3rd – October 10th

Mighty Beavis burns down the Chateau de Le Fleur.

On the return trip from Orchester, Rinaldo is attacked by Hog the Bounty Hunter and his posse. At first, things look bad for Rinaldo. However, after holding Hog and his lieutenant Rinaldo is able to turn the tables and kill several others of the posse including poor Billy the Bait Boy whose eye was literally knocked out of his socket. Rinaldo is eventually chased off by weak bowfire, but not before the Priest of Saturn promises revenge.

Once Rinaldo returns, he begins to arrange for a trip to Skull Mountain to clean out all the scrap metal and find any forgotten treasure. He hopes to deliver the scrap to the Village Primal in exchange for some gems from the Clockwork Horrors.

Split Tongue travels to Orchester to recruit. Gorna recruits in Rageburg.

The Masked Archer finds that Khan Shaka and the Falcon Therks have left the badlands. That means, that it is time for the Lion Therks across the river to feel some pain! The Masked Archer and Hackamore travel to the settlement and find that not only do they have horses, they have captured goblins that they use for food. They find the hut of the village witchdoctor (on stilts!) as well as the main tent of the Khan. Over the course of several days the Therks experience the following unexplainable misfortunes:

- The goblins' guards are slain and the goblins are given weapons to attack the settlement.
- The morning oats of the villagers are found poisoned. The Khan's best food taster is one of the victims.
- Therks wandering too far away from the settlement are shot by hidden snipers. The Khan's oldest son is killed when he is shot through the neck. Once a strike force is assembled and charges the snipers' position they are gone.
- Several campfires are kicked over, igniting small portions of the camp in flame. The Khan's prized horse, carefully kept in his own tent, catches fire, bolts, and burns to death.
- The guards around the horse herd are murdered, and the horses are set free to roam. The Khan's other son is crushed in the ensuing stampede through the settlement.
- The Khan's witchdoctor tries to divine the location of those who are causing the trouble. It ends up with several of the Khan's bodyguard shooting the Khan's favorite concubine to death through the canvas of a tent.

By the end of it, the population of the Lion Therk tribe is reduced by a third.

Gorna performs a divination that reveals that the Clockwork Horrors are up to no good.

October 11th – 18th

The morning of the 11th, Tiberio learns that the entire Falcon tribe of Therks have united to attack the Badlands, starting with Rageburg.

Clovis, Mayor of Yoesville offers 1000gp to the Maked Archer and Murderface for their help repelling the attack.

Tiberio raises a platoon of light infantry, a platoon of bowmen, and three platoons of summoned barbarians. Murderface brings his 5 platoons of veteran Dwarven Furies, and Amicus lends 4 platoons of heavy infantry and 4 platoons of crossbowmen. Murderface dons the Cloak Impervious.

Later on in the week, a strike force consisting of the mightiest Skull Collectors sets an ambush for the Therkish army. Many of the more squishy parts of the army are slain and the Skull Collectors flee leaving a trail of body parts toward Rageburg.

Gorna performs a divination that reveals that the true target of the attack is not Rageburg, but rather the Masked Archer's Manor – in response to all the shenanigans he's pulled against the Therks. Led by the Masked Archer, the Skull Collectors decide to meet the entire Therkish Clan head-on. They take a position on a hill and await the Therkish attack. They break the back of the elite cavalry and attack a command group to the West flank. There they find evidence of the forces of Dengwur at work, and crush the Therkish leadership. The Falcon Clan Therks are scattered, leaving behind their fortunes as they flee for Pulchester.

Following their easy victory over the Therks, the Skull Collectors begin to eye all other settlements of Therks for opportunities to conquer and build allies. Immediately, an emissary from the vault of Knobutown announces to Gorna Liquortitty that their leader, The Great Knobulous would like to become a vassal state of Rageburg. He promises a regular tribute of 10% of their proceeds in exchange for the protection of the Skull Collectors. Despite not being a Halfling settlement, the emissary promises regular epic dances from the gnomes.

Unsatisfied with only one epically-dancing vassal, Gorna travels to Boscoburg. There he is met by the emissary Bosco Butterfingers and is introduced to Bosco Barbie, the lovely princess of the Halfling settlement. Barbie is unmoved by Gorna's offers. When Gorna begins to threaten, she continues to be unfazed. Gorna summons a dragon to impress her, which she immediately dispels and changes form to reveal that she is an ancient dragon herself. Gorna flees Boscoburg without an agreement, winning the animosity of the down of Boscoburg.



Tiberio travels to the poorly named "Hidden Settlement" just to his south. There he meets up with the leader Doubtful Martin and his sidekick Simon. Tiberio manages to convince Doubtful Martin that his people are safer in the shadow of Fort Hydra. Ultimately, he agrees to Tiberio's offer and moves his 20 families to join Tiberio's settlement.

Rinaldo returns to Orchester and pays more toward the layaway plan on his armor. He gets up to 32k toward the 55k value to pay it back.

Split-Tongue breaks ground on a manor in the wood North of Yoesville. There he happens on a group of Therkish warriors accompanied by an arch-warlock of Dengwur. They appear to be searching for The Masked Archer's hidden gold in the wood using magical spells of treasure-finding. Split-Tongue casts a fireball right at the arch-warlock, only to find that it has no effect. The warlock's return fire singes Split Tongue direly and he barely escapes with his life. In retribution for his crimes against Therks, 10k of the Masked Archer's fortune is taken by the Dengwur-Therk strike force. The force then returns directly to the Death Trooper camp just across the River Patronus.

Wang finishes construction of his manor by the River Patronus. He is gifted a 100 year lease of his single square mile, and he attracts a dozen or so families to farm it.

Murderface travels to another settlement known as the Red Bear Clan just south of the Ardean road through the Elfwood. There he starts seeing some amazing things, which could not be created naturally – clearly the result of half-insane magics. He meets one Vaguely Ill-Smelling Jack who tells the Dwarven Fury about the colony of Dwarven magicians that now populate the commune. Murderface and his men meet Shifty-Eyed Jack the "spokesman" for the leader Invisible Jack as well as Ironrod Jack, the militia leader of the commune. It turns out that the Red Bear Clan Dwarven Mage Commune is a group of expatriate Dwarves from the South West who have fled persecution because of their craft and their beliefs. While they did not pledge fealty to Murderface, the commune did come to an understanding and decided to work together with the Skull Collectors in the future.



Ironrod Jack



Shifty-Eyed Jack

Invisible Jack