

**Session/Game:** ACKS/Gatavia III #38

**Date:** March 22, 2015

**Episode 38:** "Do Not Trifle With Admiral Rigelius!"

**Campaign Date:** November 9th – December 14th, 1431 AY

**Characters:**

Rinaldo of Saturn, human, cleric-8, neutral (Robert Swan)  
Decius, human, explorer-7, neutral (henchman)  
Mighty Beavis, gnome titan-7, neutral (henchman)  
Manfred, human, mage-6, neutral (henchman)  
Sindrain, elf, ranger-6, neutral (henchman)  
Murderface Jack, dwarf, fury-9 neutral (Jason Liebert)  
Fancy Jill, dwarf, craftpriest-6, neutral (henchman)  
Mighty Jack, dwarf fury-5, neutral (henchman)  
Swagger Jack, dwarf fury-5, neutral (henchman)  
Whispy Nuggets, elf enchanter-5, neutral (henchman)  
Gorna, human, shaman-8, neutral (Bob LaForge)  
Bobby the Broken Bard, human bard-1, neutral (henchman)  
Tiberio, human, mage-8, neutral (Tim Moyer)  
Helpful Bill, fighter-6, neutral (henchman)  
Muttering Osborn, shaman-6, neutral (henchman)  
The Masked Archer of the Apocalypse, assassin-9, neutral (Dave Nelson)  
Trusty Nixon, human, lackey-6, neutral (henchman)  
Hackamore, human, thief-7, neutral (henchman)  
Split Tongue, elf, enchanter-7, neutral (Marlon Kirton)  
Sigwulf, human, fighter-4, neutral (henchman)  
Bosco Puddin', halfling burglar-3, neutral (henchman)

**Judge:** Andrew Smith

### **November 9<sup>th</sup>-15<sup>th</sup>**

Octavia reveals the existence of the tomb of a fallen Ardean Admiral who made off with a fortune of the Emperor's gold only to be cursed. She describes Admiral Rigelius' tomb as a place where one might find more information about how the old Ardean empire did business, including the location of the Temple of Mars Ultor. The Temple of Mars Ultor was the secret headquarters of all the Ardean military intelligence in the Gatavia province, and perhaps all of Hallia. She mentions that there may be a tome of some import located at the temple, known as the Mamertine Apocalypse.

The Masked Archer's new guild starts spying and learns that [Sithak the Pious](#) is actually a spy for the lords of Portchester. Sithak is thrown in chains by Mayor Clovis and is questioned about Portchester's plans for the Skull Coalition. Later, he is publicly executed.

Rinaldo travels to Orchester to sell some magic items to the duelist known as The Cyclone. Rinaldo finds The Cyclone's entourage, but learns that he has gone missing by his handler. Rinaldo is asked for his help tracking down the wayward duelist. Rinaldo offers to keep an eye out, but he can't do anything more to help.

Tiberio and his men do some recruiting throughout the domains of Yoesville and Valdar. With the domains of Portchester and Pulchester closed to their recruiting efforts, it is becoming harder to find available mercenaries to join the Hydra Legion. Split Tongue also does some recruiting of henchmen.

Murderface destroys the Ed Gruberman's Magical Organ in the Tower Graf as part of his deal to take ownership of the tower following Rotwang's death.

### **November 16<sup>th</sup>-22<sup>nd</sup>**

Murderface is guided to the hole of Vazula by a woman claiming to be the "True Prophetess of Grampius". There he receives a sword that once belonged to a Halfling prince. Murderface realizes that this crazy lady must have thought he was just a hairy halfling. He gives the weapon away to Split-Tongue's burglar Bosco Puddin'.

Noton is claimed by Split-Tongue's hireling Sammy the Wagon master. The people of Noton are skeptical since the enchanter Split-Tongue himself chose to recruit rather than make an appearance.

Gorna settles more of Rageburg and does some recruiting of his own. He sets Bobby the Broken Bard to making things ready to grow the domain.





The Masked Archer visits Milton's Massacre Men, a domain to the South led by the eponymous Milton. There he sees a swath of pleasant farmland and the most extreme tiny keep known to man. Although tiny, it is packed with ballistae pointed directly toward the front door, stacked full of provisions and catapults and ammunition, and the only entrance has a sophisticated murder-hole system with vats of boiling tar ready to drop on unsuspecting attackers at all hours. The Masked Archer in disguise meets Bosco Jack the Half Breed, and Milton's lover and/or herald the Lady Emerald Mystic-Leaf Forest-Bright Truth-Indeed. After sharing her most impressive name, the elf tells the disguised assassin that he is required to register for papers at the keep if he decides he wishes to stay for more than a single night in the village of the Massacre Men. The Masked Archer leaves the village soon after.

Several rumors are discovered:

- There is a series of occupied domains ruled by a cadre of different giants and dragons to the South of Valdar. If the occupied Westerlings were to be liberated, I'm sure they would be staunch supporters of the Skull Coalition.
- The alliance of giants and dragons who rule to the South of Valdar are not friends of Dengwur, but they are worried that the Wormcult is gone as well. Their mercenaries told stories of the power of the Skull Collectors when the Anthill of Doom fell. It will only be a matter of time before Valdar is overrun with giants and dragons.
- The Westerling tribes of the Caturiges (battle-kings) regained their independence after the fall of the Ardean empire. They hold a huge grudge against Dengwur and his forces after he slew their entire royal family. It was only with the power of the Druids that these Westerlings were able to survive. As it was, many of their number were cursed and live as cannibals to the South. There is a rumor that when the Druid High Council meets again on their holy island, they will choose to ally with the heroes of Bran and become part of the Skull Coalition.
- Although the great Khan has no stomach for it, I've heard rumors that the Therks are being mustered for a series of border raids on the southern domains of the Skull Coalition. With the Tiger clan crushed, the Falcons, Stallions, and Lions are begrudgingly joining forces. However, wouldn't it be a shame if their ancient hatreds for one another could be rekindled?
- With all the stories about Therkish border raids and invasions I can't stop thinking of the stories of how the Therkish Stallion clan would steal the women from the Lion clan for brides only to find that the "women" stolen were actually eunuchs in disguise. For decades, the Stallions were branded as eunuch-lovers by other clans.
- With all the stories about Therkish border raids and invasions I can't stop thinking of the stories of how the Khan of the Therks must be careful which of his four tribes he gives special treatment to. In the past, the tribes have fought before over the smallest of insults because they are always competing for the same resources. In one story, the Stallions led the Lions on a

chase to find a few missing horses only to find half their herd stolen by the next morning. For decades, the Lions were branded as being stupid oafs who didn't know how to watch their livestock.

- There were two Westerling heroes known throughout the region of the savages that were known for their love of treasure and their magical artifacts. Their names were Duloc and Brom. Surely they were buried somewhere in the area. Weren't they kings of something?
- There is a ruined Ardean outpost somewhere in the region of the savages that was the home of a disgraced or incarcerated Emperor or Admiral or something. Some guy who lost a whole lot of power and wealth. Whatever. Anyway, I heard that his ghost and his restless undead army still guard his gold out there somewhere.
- The Westerlings are savage headhunters. I've see them shrug off blows of my comrades, even though they are unarmored. It is the potions they drink that makes them so mighty. Beware! They'll sooner cut off your head and use it for a teapot than talk with you. They only respect might!
- Long ago, an Ardean admiral named Rigelus audaciously stole all the gold from one of the Emperor's storehouses and fled along with his small fleet. They were taken in by the druids of Choir Moag, and lived the rest of their lives in luxury somewhere here in the lands that are now controlled by the headhunters only to be cursed by vile Reptilian magics.
- The great Westerling hero Brom was known to have the strength of a giant and was able to breathe underwater. If you can find his mighty girdle, you might be able to win those magical powers for yourself. It is said that Brom was the first king of the land of the savages and ruled from his capitol city of Rathrig with the help of his bumbling sidekick Dulac.
- The land of the savages was once united under a line of great kings all ruled from the city of Rathrig. It is said that this city was built with help from a Dwarven kingdom to the West, and features a great underground city that was shared with a colony of Dwarves. The vault to the underground city is said to be guarded by four great golems which still stand guard against incursion today.
- Two Westerling heroes known throughout the land of the savages are known as Dulac and Brom. Dulac was the thoughtful henchman, always ready with a helping hand and his trusty torch. Brom was the mighty but clueless hero, always leaping before he looks and getting himself into trouble that only his friend Dulac could save him from.
- The great Ardean General Cornelius conquered Hallia, including the Gatavia Province specifically looking for an Ardean admiral named Rigelus who had stolen a fortune in gold from the Emperor.

### ***November 23<sup>rd</sup>-November 29<sup>th</sup>***

Five Rageburg families are killed in a Therkish raid. Gorna recruits troops along with Bobby the Broken Bard and makes an appearance before his faithful.

Beavis drinks himself into a stupor. Decius decides not to fund a guy looking to recruit heroes to fight goblins, and instead drinks all his money away. Unfortunately for Decius the recruiter was honest and could have made a significant contribution.

Murderface recruits in Badaxe Hold. Tiberio recruits Sid the Rabbit in Yoesville and continues his recruiting of Mercenaries.

### ***November 30<sup>th</sup>***

Festival day, it is the Festival of Sulis of the Crossroads. It is this day that Sulis in her aspect of the “dark goddess” opens the connection to the spirit world. All the forgotten fallen of the Skull Collectors are honored with a somber display in the Garden of the Gods. Later, there is a lighter celebration that includes storytelling about the Skull Collectors’ greatest deeds.

### ***December 1<sup>st</sup>-December 7<sup>th</sup>***

The Skull Collectors travel to Rigelius’ tomb. They manage to dispel the magical wards protecting it, and enter the spacious natural caverns. There they see a pile of treasure, and a longboat of alien origin floating in a subterranean lake. As soon as Gorna and the Masked Archer touch the wealth, waves of undead emerge from beneath the lake. An entire legion of undead Imperial Marines led by vampire lieutenants counter attacks. The Admiral, a dark vampiric cleric of Neptune himself emerges and denies the Skull Collectors their post potent magics as a pack of undead dire wolves that can track life emerges to chase the invaders. All are eventually driven back into their coffins and submarine lairs.

The Skull Collectors find a trove of ancient Ardean loot, including a flying ship. It features a figurehead of five draconic heads. Its design is not Ardean, however. The Masked Archer questions Admiral Rigelius about the Temple of Mars Ultor and learns that it is situated between the hills to the West of Noviodunum – on the very spot the [Clockwork Horrors](#) have taken as their own.

### ***December 8<sup>th</sup>-14<sup>th</sup>***

The Skull Collectors travel to the home of the Catiruges to meet with Earl Brom IV and Prince Gerdun to discuss accepting the 10 clans of Westerlings into the Skull Coalition. The Earl expresses interest in joining the coalition, but has reservations about his chaotic kinsmen to the South. His people are conflicted about what should be done about their dark kinsmen. If the Skull Collectors could somehow remove the threat of these tribes, either through diplomacy or force, they would most certainly join the coalition.

The Skull Collectors decide to visit the supposedly haunted ruins of Rathrig. They point their new flying ship South in search of new adventure.