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| **Session/Game:** ACKS/Gatavia III #40 | **Date:** April 26, 2015 |

**Episode 40:** Medieval Kinevil on a Rampage

**Campaign Date:** January 1st – February 5th, 1432 AY

**Characters:**

The Masked Archer of the Apocalypse, assassin-9, neutral (Dave Nelson)

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

Hackamore, human, thief-7, 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)

Tiberio, human, mage-9, neutral (Tim Moyer)

Helpful Bill, fighter-7, neutral (henchman)

Muttering Osborn, shaman-6, neutral (henchman)

Rinaldo of Saturn, 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, bladedancer-6, neutral (henchman)

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

Sindrain, elf, ranger-6, neutral (henchman)

Flamer, 5 HD Reincarnated Ape, neutral (henchman)

Sigwulf, human, fighter-3, neutral (henchman)

Samiam, human lackey-1, neutral (henchman)

Gorna, human, shaman-9, neutral (Bob LaForge)

Bobbie the Broken Bard, human bard-4 neutral (henchman)

**Judge:** Andrew Smith

***January 2nd- January 8th***

The Skull Collectors return to their lives in the Badlands. Gorna immediately sets to work creating magic leather armor for himself using the new recipe he found. He travels to Yoesville and joins Amicus where he continues to work on his Gauntlets of Ogre Power to use his workshop. Gorna calculates that his work will take 45 days, cost 7,500 gold, and require the hides of three dragons. Gorna is able to secure the dragon parts from the registry of those slain, and is able to use the worship of his citizenry to help with the costs. Since he gets 216 gp in worship from his citizens every week the final cost is only 6,111gp. Gorna will have to roll an 8+ to successfully create this item on February 15th.

Bobby the Broken Bard took an odd job wearing a sandwich board outside of a popular tavern named “Swallowing Porcupines”. While his time there was unremarkable, he did learn some interesting rumors. Someone has reincarnated Lucius Bastardo! He now prowls around Yoesville in search of those who ruined his domain.

Tiberio returns to Fort Hydra where he begins to instruct his newly acquired apprentices in their new classrooms. Murdock Quickfingers stands out as the most gifted of the group. On his spare time, Tiberio learns the Wall of Stone spell. Helpful bill and Sid the Rabbit travel to the lands of the Caiturigues to recruit. They learn that Prince Gerdun of the Catiurges has spoken with Arch-Druid Fainbar about supporting the Skull Coalition in case of a war. However, the learned sage of the Westerlings has doubts about whether the Skull Collectors truly have the blessings of the gods or not. Some say he is waiting for a sign. Others think that perhaps Fainbar fears that his power will be usurped. Helpful Bill is approached by a mercenary captain named Arlin to sign on. Dispite Arlin’s simmering anger management issues, (or perhaps because of it) Helpful Bill takes Arlin’s offer and the Westerling barbarian mercenaries join as an auxiliary to the Hydra Legion.

Spite-Tongue returns to his domain of Noton and learns what changes he needs to be able to collect revenues from his citizenry. He puts Sindrain in charge of looking after rebuilding Noton’s tower stronghold, making sure to add 200’ of 5’ wide escape tunneling below it. Spite-Tongue learns about a local druid named Malak and a local elven warlord named Kuman who have taken up residence in the domain who might be able to help for a price. Malak offers his services as the “spiritual guide” for the domain for a third of the entire income from the domain. That means that he would preside over weddings, funerals, and holy days as well as caring for the destitute and providing another voice for the downtrodden. They settle on Malak taking that role for 25% of the gross income. In an effort to increase domain morale, Spite-Tongue offers $150 gold in “free food and drink” to the oppressed citizenry – approximately 1.5 gold per family.

Sigwulf travels to Portchester to recruit mercenaries, but learns that the market has been cornered already. He learns that King Osmund II, the “Sceptre King” of the twin-kingdom of Portchester continues to advocate for an attack on the Old Ones to the West. Although he does not have the power to declare war himself, it is no secret that he is employing mercenaries to investigate the Old Ones to the East.

Spite-Tongue receives a messenger from Badaxe Jack with details about opening a trade route between Noton and Badaxe Hold in the spring. It would travel regularly across the Badlands delivering quality wood and finished metal goods in return. For a modest investment of 1,800gp each, a ten-wagon caravan with guards may be created. It would be able to fund itself and run continuously giving each investor 100 gold a month. For a bigger investment of 3,600gp each, a twenty wagon caravan would throw off 300 gold a month for each investor. The biggest investment of 7,2000gp each would produce a thirty wagon caravan and a finished road beween Noton and Badaxe Hold and reap 800 gold a month for each investor. The investors should understand that the wagon caravan could be attacked or blocked if the Badlands is not peaceful or work is interrupted at either end resulting in a loss of productivity or a damage to the initial investment.

The Masked Archer directs the Initiates of the Third Circle within his guild of The Ultores to investigate the Death Troopers – a fortification to the East of the island of Noviodunum. They are largely unsuccessful, but are not discovered.

Rinaldo and his henchman start recruiting throughout the Badlands. The great priest of Saturn himself recruits in Orchester. While there he hears a rumor that the Cyclone has been sold into slavery and now serves the Half-Orc Warlock Evo Shandor and his disciple Taglac. While unbelievable, it would explain why his entourage hasn’t seen him in over a month.

***January 9th-January 15th***

The Masked Archer disguises himself as “Randall Tudrussel, of the Portchester Tudrussels – Ballista Salesman” and heads off for Milton’s Murder Men. There he bears witness to some military exercises and gets himself an introduction to Milton himself. The Masked Archer -- as Tudrussel – sells Milton 25 large ballistae which are to be delivered to the new docking facility on the river on March 15th 1432. He receives a magic belt of strength as collateral.

Meanwhile, Hackamore and Nixon do some shopping. The Second Circle of the The Ultores have accumulated a load of loot over the past year and they mean to spend some of it. They meet a dude named Hunculum in Orchester who sells them some undead-slaying knives, only to find that they are fakes.

Murderface travels to Dwarfhall to recruit. He learns that King Jack Axefist of Dwarfhall has closed entrance to his vaults to all non-dwarves. He meets two young furies, neither of whom interest Murderface enough to recruit.

Rinaldo returns to Orchester and sells some magic weapons. While there he hears a rumor that Bishop Sergio of Orchester, the leader of the lawful church in the South of Gatavia has fallen ill. As he lays hovering close to death, his priests and deacons bicker over how the church should handle new harbingers of doom that threaten the city state.

Tiberio sets up classrooms for his apprentices near Fort Hydra. Rumors swirl about the land of the giants to the South of Valdar. He hears that the Wastelands in Western Gatavia province are beset by giants who rule over populations of humans. They employ nearly a hundred adult dragons to aid in their rule. The dragons are created in a special aviary housed on a cloud-fortress that floats permanently above the domain.

Rinaldo’s henchmen spend some time carousing in Yoesville. They hear the town guard called to the mayor’s courthouse. There they find that Mayor Clovis was nearly slain by a poisoned arrow. Murderface’s henchmen and Rinaldo’s henchmen manage to track the assassin into the wilderness North and West of Yoesville with the help of Oonga-Boonga the Neanderthal. There they learn that Baldwulf was reincarnated as a Northman assassin, who wants revenge on the Skull Collectors. The henchmen beat the reincarnated Baldwulf back to death with impunity.

Therks once again raid the Rageburg domain. Nine families are killed.

***Janruary 16th – January 23rd***

Rumor in the Badlands is that Bishop Wardric of Portchester is calling for a crusade to kill the Skull Collectors to the South and return their bodies to his cathedral. Many of his subjects have stepped forward to answer the call.

Bobby the Broken Bard looks for another odd job. He runs into a dreadful looking fellow named Sandusky who wants to recruit the Skull Collectors to exorcise the ghost of a restless child. Bobby turns down his offer.

Split Tongue recruits Verbless Claude the assassin. He speaks without any action words. “Him deadly”.

Hackamore learns from an old merchant’s aid that he is probably the long, lost son of a wealthy merchant family in Cavano. With his father’s death, he is told that he could become the heir to a nobleman’s fortune close to 90,000 gold. He receives a tchotchke worth 6,500gp as proof. Hackamore agrees to travel with the merchant’s aid back to Cavano, and the Masked Archer sends along two initiates of the fourth circle of The Ultores to help just in case.

Rinaldo asks for a meeting with Duke Claudius of Orchester. Rinaldo’s remaining henchmen go treasure hunting and manage to locate a group of trolls hiding some ill-gotten booty.

Spite-Tongue finally meets with Kuman. There is no deal made to merge Kuman’s stronghold and families with those of Noton, but a truce of sorts is drawn up. If Kuman doesn’t interfere in the affairs of Noton he may keep his stronghold.

Kinevil Rampage attacks Fort Hydra along with his squires and Vicar Francis. He manages to knock out and capture Tiberio and Muttering Osborn before Helpful Bill and the Hydra Legion drive the paladin and his cronies away.

***January 23rd – January 29th***

Bobby the Broken Bard starts asking around Yoesville about the site of the Temple of Mars Ultor. He does some carousing and meets a friendly bat named Shakaka who can communicate with him telepathically. Rinaldo does some carousing and meets Nat Page, the fisherman. He offers Rinaldo a stake in his fishing venture, which Rinaldo funds to the tune of 5000gp. In return, Rinaldo now has access to Nat’s small fishing fleet and receives a stipend of 500gp a season (excluding winter).

Decius is the victim of an assassination attempt by Hog the Bounty hunter and his crew. Claudia the bard is a witness to the crime, and she creates several ballads and an epic aria about the event which she spreads throughout Yoesville. Helpful Bill arrives in Yoesville to report that Tiberio and Muttering Osborn have been captured and perhaps killed.

Murderface takes a job where he is asked to escort three adventurers with an iron box to Badaxe Hold. He takes the job, but the job is a trap and he is ambushed by Kinevil Rampage along the way. This time, Kinevil is joined by Gaius Antonius Octavius and his Lammasu squadron. The lawfuls make quick work of Murderfaces’ henchmen, but struggle to put the dwarven lord down. Flame strikes rain down on Murderface, and the skull collector shrugs off the best shots of the paladin, the dogs, the arbalest shots, and the treacherous travelers.

***January 30th – February 5th***

Winter sets in for real this week, as a brutal snowstorm sweeps into the Badlands paralyzing all travel. The Skull Collectors decide collectively to deploy a wish from the earth efreeti to return all the members captured in the past few weeks. Unfortunately, all the gear and items these characters had on them when they were taken are not returned in the wish. The Skull Collectors make plans to invade Portchester territory and take those talismans back by force.