

**Session/Game:** ACKS/Gatavia III #41

**Date:** May 17, 2015

**Episode 41:** The Skull Collectors' Revenge

**Campaign Date:** February 6<sup>th</sup>, 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)

Mysterious Clive, mage-2, neutral (henchman)

Granger, shaman-1, neutral (henchman)

Murderface Jack, dwarf, fury-9 neutral (Jason Liebert)

Fancy Jill, dwarf, craftpriest-6, neutral (henchman)

One-Axe Jack (formerly Mighty Jack), dwarf fury-5, neutral (henchman)

Two-Axe Jack (formerly 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)

Flamer, 5 HD Reincarnated Ape, neutral (henchman)

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

Daftimus, human, commoner-0, neutral (henchman)

Max Bemis, human, fighter-6, neutral (Zach Kleiser)

Jack Wampus, dwarf vaultguard-0, neutral (henchman)

Pontifex Anicus, human, cleric-9, neutral (Andrew Smith)

Sister Helena of Juno, human, bladedancer-7, neutral (henchman)

**Judge:** Pre-generated battles "on rails"

**February 6<sup>th</sup>, 1432**

Following the winter storms, the Skull Collectors come up with a plan too raid Hog the Bounty hunter to take back the gear and items that were stolen. King Amicus receives the following message from Badaxe Jack with regard to Hog's whereabouts:

*To My Honored Allies, The Skull Collectors...*

*It has recently come to my attention that the forces of Portchester have ambushed many of you, injuring several, and making off with your equipment. You have my sincere condolences, and unfortunately I no longer have reliable sources of information in Portchester's territory that can provide locations of either those involved or where said equipment might be.*

*I was shocked to learn, however, that my one-time friend and hireling, Hog the Bounty Hunter, was involved in these activities as well. Much to my disappointment, as well as going against a long-standing agreement we have had, he has performed violent acts against my allies under the direction of another regional power.*

*Unfortunately, I am unable to act directly against Hog's forces directly, without risking his escape. However, I have divined that he is in one of his safe houses down in Hog Town (the half-orc district near the docks in my hold) along with his crew. I have further discovered that he is due to meet there with a traveling merchant (one Honest Achmed, of Honest Achmed and Sons Trading) who is known to have strong ties to Portchester. I wasn't able to find out how much Hog knows about the attacks on you, but this Achmed does seem like a strong candidate for a covert operative for Portchester.*

*My suggestion is that the Skull Collectors head to this safe house right away, trap Hog and Achmed there, capture them, and interrogate them for any information for anything you might be able to use to help you further.*

*Any other help I can offer, just ask.*

*Badaxe Jack, Craft-Lord of Badaxe Hold, BSC, SSC*

The Skull Collectors pack aboard their flying ship and head North to Hog Town near Badaxe Hold. They come in along the river as though they were a normal ship, despite the fact that the river is currently frozen solid. The Masked Archer is sent in first to do some scouting. After a brief check around for bad things, he gives "the signal" by leveling several of the shanties in the ramshackle Hog Town.

The battle is joined, and many powerful spells are exchanged. The regular orkin citizenry, usually renowned for their bad-assery flees in panic as several of the more flammable buildings catch fire. Honest Achmed and his flunkies reveal themselves to be shape changing ogre wizards.

Hog's people emerge from a half-collapsed warehouse, and are immediately engaged in battle by the Skull Collectors. Hog himself takes cover and begins to try to shoot poisoned arrows. Hog's henchmen

are ultimately charmed or slain, and the ogres are all beaten down to death. Hog himself is ultimately laid low by Max Bemis.

Almost immediately after the battle is ended, both Kinevil Rampage and his newly formed law flyers (on pegasi) come in low from the West to attack the Skull Collectors in an obvious trap to capture and slay more of them. The battle is soon also joined by Gaius Antonius Octavius and a flight of four Lammasu.

The Masked Archer begins to string together several high-value kills himself using poisoned arrows. Kinevil Rampage himself catches a poisoned arrow in the neck and dies. Meanwhile, the flying Skull Collectors manage to lock up the Lammasu up in combat until they can be crushed by giant Murderface.

As the battle ends, the bodies of the lawfals disappear as they in turn are recalled by the Archbishop of Portchester. The Skull Collectors may have won this round, but they have not seen the last of Kinevil Rampage.