

Session/Game: ACKS/Gatavia III #49 **Date:** September 6, 2015

Episode 48: The Michael Bay Distance

Campaign Date: July 1-10 1432 AY

Characters

Tiberius, human, mage-10, neutral (Tim Moyer)

Helpful Bill, human, fighter-6, neutral (henchman)

Sister Helena, human blade-dancer-8, neutral (henchman)

Split-tongue, elf, enchanter-8, neutral (Marlon Kirton)

Sigwulf, human, fighter-6, neutral (henchman)

Flamer, (reincarnated baboon henchman)

Yengemel, human, mage-5, neutral (henchman)

Nimrod, human, explorer-4, neutral (henchman)

Mister Boarley, orkin, thug-1, neutral (henchman)

Farley, human, cleric-1, neutral (henchman)

Exorcist Rinaldo, human, cleric-10, neutral (Robert Swan)

Mighty Beavis, gnome titan-6 neutral (henchman)

Manfred, human, mage-8 neutral (henchman)

Deadeye Hayes, human, blade-dancer-7 (henchman)

Rabid Jack, dwarf, fury-2, neutral (henchman)

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

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

Trusty Nixon, human, lackey-7, neutral (henchman)

Mysterious Clive, human, mage-4, neutral (henchman)

Rodney O'Toole, human, bard-5, lawful (henchman)

Judge: Jason Leibert

July 1st

It's time for Saint McLintock's day in Yoesville, and the entire town has come together to make it the biggest celebration of Saint McLintock ever. Various businesses in, and around, Yoesville have banded together to draw in a truly gigantic number of people into the town for the celebration. The town is practically bursting at with visitors, craftsmen, and traders from the far corners of the world. The Skull Collectors take advantage of this influx to obtain magical items, and services, to return their petrified (and dead) party members back to flesh. The Masked Archer overhears somebody talking about how old Limp Willy, the dockside fire warden, was horribly murdered shortly after claiming to have seen metal spiders at The Wobbly Toy Shop. Visiting the Limp Willy's remains, he questions his departed spirit, and receives confirmation this does indeed seem to be the Clockwork Horrors in town.

The Masked Archer gathers together the Skull Collectors and goes down to the toy shop to investigate, killing several of the gnomes inside, and questioning one survivor. The gnomes appear to have a large clockwork engine underneath their silly hats, which seem to be controlling them in some fashion. Leaving the surviving gnome tied up, the Skull Collectors gather outside to decide a plan of action. Once again, the Masked Archer has a subtle, cunning plan to use his horn of blasting to knock the building down. This plan is far more effective than it might've been, thanks to the twenty clockwork flamethrower clowns hiding in the rafters that fall with the building and explode. The resulting fire destroys the remains of the clowns, gnomes, and building.

The Skull Collectors wait until the fire burns itself out, before finding a passageway in the rubble. Going down, they encounter several clockwork swordsmen who deliver massive damage, but are quickly put down. They open the door at the end of the passageway, and find a huge factory floor, bigger than the building above. Inside are dozens and dozens of the flame clowns, in the process of being fueled. A cunning plan is hatched, and a fireball is hurled into the factory, igniting the fuel and destroying all of the inactive clowns, with only the slightest back blast into the passage. The Skull Collectors find a sealed office/lab containing a wealth of intelligence information on Yoesville and the Badlands, as well as a several large, metal sarcophagus wired to a portal and a lever. They quickly decide that the portal will most likely take them somewhere important, and all of them step through.

The Skull Collectors find the portal drains life energy, and several are rather badly wounded as they come through into an even larger version of the same lab on the other side of the portal. They exit the lab, and find a large, stark room with three other doors, and a gigantic golden spider bas-relief on the ceiling. The moment they step into the room, a voice claiming to be the leader of the clockwork horrors greets them. All the doors open, and wave after wave after wave of clockwork horrors appear to be lined up against them. Acting quickly, the Skull Collectors block off doors with magical walls and summoned monsters, and quickly take down several powerful constructs that had forced their way in. Finally the leader of the clockwork horrors appears, and attacks. Its gigantic initial form is quickly destroyed, and its smaller base form manages to disintegrate the Might Beavis before being destroyed.

The Skull Collectors pause briefly, and start hearing more and more sounds of combat from outside the room. The clockwork horrors, without their leader to give them direction, start fighting amongst themselves over the best course of action. The group waits even longer, until the sounds die down completely, before moving out (pausing only long enough to gather up copious amounts of loot). They make their way to the surface, and find themselves near Primal Manor. Climbing over piles and piles of destroyed clockwork horrors, they find a large barricade, watched over by a small group of chimpanzees and what appears to be a very large ape in a butler's outfit. The ape introduces himself as 'Jeffery-7', and explains that the mansion belonged to a 'Scholar Primal', who apparently took off to another dimension as soon as the fighting started, leaving his staff behind to "See off the rabble and take care of

the place". Jeffery takes a liking to the Masked Archer, and explains that he's perfectly welcome to the mansion, seeing as how the Scholar never returns from his dimensional jaunts. The Masked Archer feels drawn to the workshop in the basement, and there finds that this workshop is, in fact, the Temple of Mars Ultor, and on a pedestal in the workshop is, in fact, the Tome of the Mamertime Apocalypse. The Masked Archer claims the mansion, and its surroundings, as his own.

The Skull Collectors split a vast sum of money (from scrap clockwork horrors), and Mighty Beavis is reincarnated, coming back as another gnome.