

Session/Game: ACKS/Gatavia III #9

Date: December 29, 2013

Episode 9: "Cleaning the Basement"

Campaign Date: July 15th to July 30th, AY 1430

Characters

Pontifex Amicus, human, cleric-4, neutral (Andrew Smith)
 Louise Impetuous, human, fighter-1, neutral (henchman)
Rotwang, human, barbarian-3, neutral (Bob Laforge)
 Ulrich the Torchboy, human, level-0 (henchman)
 Beef Johnson, human, fighter-1 (henchman)
 Bosco Ned the Cook, halfling, level-0 (henchman)
Split-tongue, elf enchanter-3, neutral (Marlon Kirton)
 Tavish Furley, half-elf, shaman (druid)-1, neutral (henchman)
 Sammy the Wagon Master, level-0 (henchman)
 Brutus, human, fighter-1 (henchman)
Murderface Jack, dwarf fury-3, neutral (Jason Liebert)
 Cassandra, human, explorer-1, neutral (henchman)
The Masked Archer of the Apocalypse, human, assassin-4, neutral (Dave Nelson)
 Hackamore, human, thief-1 (henchman)
 Bolt Hammerslam, human, level-0, (henchman)
Decius, human, explorer-3 (Robert Swan)

Judge: Mythic GM emulator

Log:

Encounter 1: Cometh the Taxman, the Badlands, July 15th-17th

Early in the morning of the 15th, a stranger calling himself "The Masked Archer of the Apocalypse" approached the Skull Collectors with a warning. He said that Lucius Bastardo was sending a force of bandits to Skull Manor to collect a "tribute" and that they would spend several days scouting around, and then approach and ambush the party at a parley.

Decius, Cassandra and the Masked Archer scoured the countryside and found the approaching bandits. The Skull Collectors then set up an ambush where the bandits were likely to cross a deep stream at a ford. They brought their 5 crossbowmen to anchor the ambush, while the rest of the party hid in some woods near the stream.

Eventually, the bandits arrived. They were led by Captain Gortham "The Tax Collector" and his 2nd-level mage flunky with 2 2nd-level fighter sergeants. There were 36 troops, divided more or less evenly between light archers and cavalry.

As the bandits were crossing the stream, the ambush began. The Masked Archer killed the mage with arrows, and Split-tongue used sleep spells to decommission many of the horsemen. The two sergeants managed to ride up to the crossbowmen and kill 2 of them before they killed one and Cassandra killed the other. A general brawl erupted at the ford. As the bulk of the bandits were wiped out by the Skull Collectors, Murderface killed Gortham's horse foiling his chance to escape. Rotwang finally killed the captain as he fled.

Encounter 2: Horse Bonanza—July 18th-27th Skull Manor and Portchester

The Masked Archer and Split-tongue traveled to Portchester and sold off the herd of horses seized from the dead bandits. Split-tongue also wrangled up some henchmen to take back to the manor: on their return to the manor Dead-Eye Hayes refused to hire on, but Bosco

Ned the Cook did sign up for service to Rotwang. The Skull Collectors sent some time resting, reorganizing and planning.

Encounter 3: Trouble with Weasels: July 28th, Skull Manor

In the course of searching their home for vulnerabilities, the Skull Collectors found a hidden trapdoor in the garden. It led to a basement level, heretofore unknown. They descended and discovered an ancient wine cellar, and then a trapped room nearby that split off part of the party who were attacked by 2 Rust Monsters. The monsters were eventually killed but not before destroying a selection of equipment. Proceeding forward, they were attacked by 4 white apes, summoned by magic from the spirit world, whom they slew after a brisk battle. Next they found the lair of 2 giant weasels who had burrowed in from above. These too were killed, but not before grievously wounding Rotwang and causing him notable scars. The party decided to retreat to the surface and rest.

Encounter 4: Stoner in the Basement: July 30th, Skull Manor

After a day of rest and magical healing, the party returned to the basement and discovered the lair of a Medusa and her 2 gargoyle guardians. The Masked Archer wounded the medusa at the first contact and after it tried and failed to petrify Cassandra, Rotwang killed the beast. The battle with the gargoyles was more desperate and drawn out, since many of the Collectors lacked magical weaponry to harm them. Eventually Rotwang and Murderface were triumphant and slew the creatures. The Collectors found a nice store of treasure, including a demonic-faced shield and a treasure map or two.