

Session/Game: ACKS/Gatavia III #25

Date: August 31, 2014

Episode 25: "Fall of Bastardville"

Campaign Date: February 15th-March 3rd, 1431 AY

Characters

Spite Tongue, human, Enchanter-6, neutral (Marlon Kirton)
 Flaming Jack, Vaultguard-4, neutral (henchman)
 Sammy the Wagon Master Lackey-1, neutral (henchman)
Exorcist Rinaldo, human, cleric-7, lawful (Robert Swan)
 Decius, human, explorer-5, neutral (henchman)
 Mighty Beavis, gnome titan-5, neutral (henchman)
 Faber the Physicker, human, mage-3, lawful (henchman)
 Manfred, human, mage-5, neutral (henchman)
Murderface Jack, dwarf, fury-7 neutral (Jason Liebert)
 Jack O'Woden, dwarf, craftpriest-5, neutral (henchman)
Rotwang, human, barbarian-7, neutral (Bob LaForge)
Tiberio, human, mage-6, neutral (Tim Moyer)
Pontifex Amicus, human, cleric-7, neutral (Andrew Smith}
Masked Archer of the Apocalypse, assassin-7, neutral (Dave Nelson)
 Trusty Nixon, human, lackey-4, neutral (henchman)
 Hackamore, human, thief-6, neutral (henchman)

Judge: Scripted Randomized Adventure

February 15-Feb-28

The Skull Collectors endeavor to attack Bastardville. Preparations are made in the form of searching for magic items, hiring henchmen, doing magic research, and making magic items. Spite-Tongue hires Tasmu the Cruel (fighter-1, chaotic) and Sigwulf (fighter-3, neutral).

March 1st

The heroes set out toward Bastardville, but they are met partway by an expeditionary force of Bastardville soldiers. The Skull Collectors make short work of the soldiers, but they are interrupted by the Cyclops Spunky who attacks from behind screaming that they party has stolen his gold. After a scary moment where it looked as if the giant might crush all the arcane spellcasters, Spunky is surrounded and pounded until he falls.

March 2nd

The Skull Collectors sneak into Bastardville with no problems, suspecting a trap. They decide to ambush Lucius Bastardo as he leaves the Square Tavern right on the square of downtown Bastardville. This battle goes longer, with invisible assassins appearing to stab the party with poisoned blades. Rinaldo goes down stricken with poison, but he is revived by Amicus. The party struggles with Bastardo's cronies while Rotwang engages the master of Bastardville. Once the party is sure there are no more surprises,

they get down to business and manage to end the reign of Lucius Bastardo. The army of Bastardville loses its morale and routs, leaving the Skull Collectors in charge of the new domain.

Later on that afternoon, the party decides to raid the wizard Mycroft's tower. Plans are made with the help of an amulet of protection against scrying. Hackamore is given magical aid to climb to the top of the wizard's tower, climb down and open the front door. He does so, and the Skull Collectors rush to attack. A barrage of destructive magic incinerates Mycroft and his command group with no casualties, and the remaining soldiers are mopped up with no troubles.

March 3rd

The party ventures into the bowels of Mycroft's tower, which is revealed to be a six-tile dungeon level. There they find Mycroft's quarters and his magical workshop. In the hall of doors, they encounter twenty demons. With the help of Tiberio's courageous casting of Protection from Evil, the Skull Collectors are able to split the demons and focus on them one at a time. After an extended, grueling battle the day is won and the remainder of the treasure is split between all party members.