

**Session/Game:** ACKS/Gatavia III #26

**Date:** September 14, 2014

**Episode 26:** "Charge of the Worms"

**Campaign Date:** March 4th - March 31st, 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)

Rinaldo of Saturn, human, cleric-7, lawful (Robert Swan)

Decius, human, explorer-5, neutral (henchman)

Mighty Beavis, gnome titan-5, neutral (henchman)

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

Bobby the Bard, brd-1, neutral (henchman)

Wingus, human, lackey-0, lawful (henchman)

Murderface Jack, dwarf, fury-7 neutral (Jason Liebert)

Jack O'Woden, dwarf, craftpriest-5, neutral (henchman)

Stab Wilson, human, lackey-0, lawful (henchman)

Rotwang, human, barbarian-7, neutral (Bob LaForge)

Bosco Nedcook, halfling, lackey-0, neutral (henchman)

Tiberio, human, mage-6, neutral (Tim Moyer)

Masked Archer of the Apocalypse, assassin-7, neutral (Dave Nelson)

Trusty Nixon, human, lackey-4, neutral (henchman)

Hackamore, human, thief-6, neutral (henchman)

Faber the Fantastic, human, mage-3, lawful (henchman)

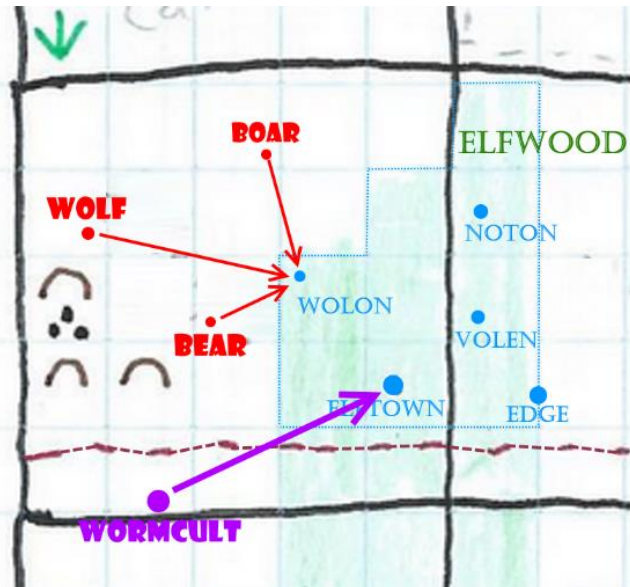
**Judge:** Andrew Smith

**March 4th - March 22rd**

The heroes relax and help in the effort to establish a stable domain in the wake of Lucius Bastardo's reign. A festival is immediately thrown by Amicus, marking March 4th as "Liberation Day" and renaming Bastardville in Jove's honor as Yoesville (or "Yoe" as the natives take to calling it or "Jove's Villa" when spoken in polite company).

Many hire in Portchester and Yoesville for two weeks. Murderface and Spite Tongue the Elf (sometimes called Split-Tongue) have moved into the Griffon Barn along with a Lucius Bastardo's former griffon-trainer (now paid handsomely rather than forced to work at spearpoint) in an effort to train up the griffon young and the newly-hatched eggs to be their mounts. The former Shrine of the 12 Demons, a chaos cult that Bastardo once hosted, is burned to the ground in a festival thrown by Murderface Jack known as "Youth Appreciation Day" on March 14th. Rinaldo and Decius take possession of the brothel sitting on Main Street Yoe and begin restoration as an inn. Rest and recuperation continues until March the 22nd, when a message summons the Skull Collectors to the audience of Queen Kyhosee the Unknown - Queen of the Elfwood.

### March 23rd



The Skull Collectors travel West to Elftown and meet with Queen Kyhosee. She is a lovely elf maiden with distinctive tattoos across her entire body and face who welcomes the heroes into her outdoor elven court. She gives the group 500 gold each just for appearing. She offers them 1500 more coins if they join in the defense of Elftown against the marauding horde of goblinoids that are led by the Wormcult attacking from the South. Some of the Skull Collectors drive harder bargains. Spite Tongue and Tiberio both secure access to the Atheneum of Elftown, an arcane library with a value of 12,500gp, as well as the Laboratory of Elftown, a workshop with a 12,500gp value. Spite Tongue also wins 5000XP worth of special items to be

used as spell components working in the Laboratory of Elftown. Rinaldo weasels out a free magic item, The Masked Archer secures looting rights to the fallen enemies, and a treaty is signed between Queen Kyhosee and the new masters of the Badlands. A prisoner is interrogated and there is a good idea of what the goblinoid command group looks like. It is commanded by a Wormpriest named Griggle and his warlocks, supported by Ruinguard and Curates of Denguir, along with a command group of 30 bugbears including a witchdoctor, a shaman, and a chief. The deal is done, and by sunset the next day the heroes join the battle to save the realm of the Elfwood.

### March 24th

The goblin army drives toward Elftown, felling trees and burning foliage in front of it in an attempt to drive out the elves. They comprise of a fighting force of over a thousand goblins and goblinoids led by a mix of human Warlocks and Ruinguard along with bugbear sub-chiefs.

120 Heavy Bugbears Infantry

120 Medium Bugbear Infantry

60 Hobgoblin Light Cavalry

120 Hobgoblin Heavy Infantry

120 Hobgoblin Archers

360 Goblin Infantry

360 Goblin Archers

The elven army springs an ambush, catching the goblins unaware. Their first volley of arrows decimates the hobgoblin archers and cripples the hobgoblin cavalry. However, the elves are outnumbered and out-armed by the goblins. The elven force is commanded by just a few elven heroes and includes:

120 Elven Longbowmen

180 Elven Light Infantry

60 Human Mercenary Light Infantry from Edge

The goblinoid command group is masked by thirty of the finest bugbear troopers. The Skull Collectors make their way through the fray to them and engage them. Immediately, a Purple Worm surfaces and begins to attack the party. Both sides trade magical attacks, and Rinaldo takes a shocking amount of damage from arrows shot by the bugbears. Murderface engages the worm. Spite Tongue casts a fireball at the Wormpriest, incinerating his bodyguard but leaving him unscathed. The elven enchanter takes the right flank, while The Masked Archer and his cadre sneak around the left flank and start murdering warlocks before they can get their mightiest spells off.

Another worm surfaces swallowing several magically conjured barbarians at once, and the bugbear force closes the gap with the Skull Collectors. Rotwang is surrounded and magically held, and Murderface is near to death after taking on the first worm. Rinaldo goes down in another hail of arrow fire, and Decius (never one with much wisdom) jumps on the back of a worm and starts stabbing.

Things were looking dark for the heroes until Tiberio unleashes devastating magic that confused the heart of the Bugbear force, crippling the bulk of the archers and elite bugbear force. Meanwhile, Griggille the Wormpriest is driven from the battle using a fear spell, taking what remained of his bodyguard with him. He loses control over his worms allowing one to be slain and the other to slip harmlessly back underground.

The battle going on around the skull collectors turns against the elves. The main bugbear force smashes through the infantry lines, murdering the humans and harming many of the mighty elven longbowmen before being turned back. Only once the bugbear warrior chief is pounded to death does the goblin army lose its nerve and retreat. The elves win, but at a terrible price. The elven force is left as a fraction of its former self, with only 90 wounded light Elven Infantry and 60 wounded longbowmen to go with 30 unwounded longbowmen. The human infantry is crushed, slain to a man, and eaten. The goblinoids wounded on the battlefield are all slain rather than taken as prisoners.

### **March 25th - 26th**

The heroes take a day to recover from the battle and then immediately set off after Griggille the Wormpriest. They travel South and West into the lands of the savages. They encounter a number of

goblin peasant villages, each ruled by a cadres of bugbears. Both nights, the Skull Collectors slay all inhabitants of these villages and makes themselves at home.

The Skull Collectors reach the city of the bugbears known as the Anthill of Death after a gigantic hole in the ground and associated idol near it. The Masked Archer and his men scout the area beforehand and realize that the 40' wide hole has treasure at the bottom of it. The Skull Collectors approach the area at night when the goblinoids stop guarding it.

The heroes approach the hole and are attacked by a swarm of giant ants. Rinaldo's giant chameleon is chewed to death, left with just his bones. The heroes ultimately manage to beat the ants down and turn their thoughts to the giant hole.

The heroes decide to make Rotwang invisible and allow him to use a levitation spell to descend into the pit. He gets to the bottom and finds all spells on him fail. Across the pit, an Eye Tyrant smiles and blinks his ten eyes.

The ground shudders, and another purple worm breaches the surface. Rotwang attacks the Eye Tyrant, and is turned to stone by its unholy eye rays. The Skull Collectors attack the purple worm, and the Eye Tyrant begins to make its way up the hole when Griggle the Worpriest emerges from his den amongst the ants and starts casting lightning bolts. Murderface takes two jolts from the wormpriest as he engages the unholy mage in combat while flaming jack is slain by demons summoned to screen Griggle. The purple worm is ultimately slain under a hail of blows and blasts. The Masked Archer takes careful aim at the Eye Tyrant with a poisoned arrow and hits him dead center in his central eye poisoning and slaying the horror. Griggle the Worpriest runs out of spells, and finally casts "Wormwalk" on himself and burrows away from the characters into the solid earth.



The group manages to get all the treasure and the solid stone Rotwang out of the hole using Tiberio's magic carpet. They hustle out of town as fast as they can and make directly for Yoesville along the Old Imperial Road with goblin-pulled carts stolen from the goblinoid city.

### **March 27th-March 31st**

The heroes return to Skull Mountain, recover their ring of three wishes, and make Rotwang whole once again. They then retire back to Yoesville to ponder their next move.