

Session/Game: ACKS/Gatavia III #9 **Date:** January 12, 2014

Episode 9: "Biters, biter everywhere..."

Campaign Date: August, AY 1430

Characters

Pontifex Amicus, human, cleric-4, neutral (seconded to Marlon)

Rotwang, human, barbarian-4, neutral (Bob Laforge)

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)

Brother Punchy the Norrisite, neutral, mystic-3 (Chuck Fleurie)

Wilhelm the Warlock, human, warlock-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-4 (Robert Swan)

Judge: Jason Leibert

Prologue: The party, fresh off their house cleaning, is examining the two treasure maps they recovered. While debating the merits of either one, word is passed to them that Badaxe Jack, local craftpriest and stronghold ruler, wants to hire them for a job. Through an elaborate plot, Badaxe wants them to kill a bunch of morlocks, then capture a goblin fort while the goblins are away fighting Badaxe's forces. After extensive negotiation, promises of bounties and healing were promised for rewards. The party also realizes that one of their treasure maps is leading them to the very caves the morlocks are living in.

Log: The party arrives at the entrance to the cave where the morlocks are said to live. The huge entrance is a forest of mushrooms of wildly varying sizes and types. The Masked Archer decided to scout the area out, only to nearly run straight into the shriekers in amongst the other giant mushrooms. Albino apes appeared out of hiding, and proceeded to attack. When the party moved in to engage the shriekers and apes, all of a sudden nearly the entire cave came alive with carnivorous mushrooms. The battle was lengthy, but the party ended up victorious and knee-deep in chunks of mushrooms and albino apes. Beef Johnson was scarred in the battle, but otherwise the group healed up in short order. The Masked Archer rallied the Skull Collectors, still angry that he was hit several times with hallucinogenic piles of flung ape poo.

Again, The Masked Archer decides to scout ahead, this time nearly running into the gelatinous cube that was guarding the main intersection and getting paralyzed in the process. The party quickly overcame the cube, recovered The Masked Archer, and proceeded to clean out the rest of the side caves. Morlocks fell by the dozen, but the party was particularly wary of the apes who were throwing piles of poo mixed with mushrooms to varying horrific effects. The party makes an initial stab at the giant mushroom leader of the cave, but quickly realize with their wounds, lack of spells, and killer shrooms crowding the cave, that perhaps they should rest up and try again.

After a brief sojourn to the Neanderthal caves nearby to heal in relative peace, the party rests up and returns to the mushroom leader. A fairly horrible battle ensues, but the mushrooms end up getting stomped by the Mario-like actions of Rotwang. The party recovers an unusual wand that apparently belonged to Saint McClintock, a set of bracers, and a few other minor things under the base of the mushroom leader. They also find the door to the tomb of a saint Sebastian.