

Session/Game: ACKS/Gatavia III #10 **Date:** January 26, 2014

Episode 10: "And now...additions to the wall!"

Campaign Date: August, AY 1430

Characters

Pontifex Amicus, human, cleric-4, neutral (Andrew Smith)

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

Beef Johnson, human, fighter-1 (henchman)

Split-tongue, elf enchanter-3, neutral (Marlon Kirton)

Brutus, human, fighter-1 (henchman)

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

Wilhelm the Warlock, human, warlock-1, neutral (henchman, now Chuck Fleurie)

The Masked Archer of the Apocalypse, human, assassin-4, neutral (Dave Nelson)

Hackamore, human, thief-1 (henchman)

Bolt Hammerslam, human, fighter-1, (henchman)

Decius, human, explorer-4 (Robert Swan)

Judge: Jason Leibert

Prologue: The party rests briefly after the last battle, freshening themselves for entering the cave where Saint Sebastian's tomb is located.

Log: Without a lizardman in the party to spring the trap, the party carefully opens the door which was behind the pile of fungus. Inside there is a huge underground lake, in a cavern. They find a pathway which leads directly to the entrance of a mausoleum on a small island in the middle of the lake. The Masked Archer slowly scouts towards the island, just as a warband of troglodytes come screaming out of the darkness at the rest of the party. Shortly after the party starts tearing into the troglodytes, the lake hydra attacks out of the water. The battle ends rapidly, but the party takes serious casualties. Brutus is torn to shreds by the hydra, Beef Johnson has his legs horribly crippled (and subsequently retired by Rotwang to live with the Neanderthals), The Masked Archer of the Apocalypse is gruesomely scarred (but, fuck it, he wears a mask so no real worries), and Brother Punchy is crippled in one leg (Brother Punchy decides that his now-handicapped-accessible path through life would be better served hunting down Segalians...and hobbles away from the party, leaving Wilhelm the Warlock in his place).

The group briefly rests in the Neanderthal Caves before scoping out the goblin fortress. As the goblin army files out to engage Badaxe Jack's dwarves, the party debates the different ways of attacking the much-emptied fortress. Subtle plans are discussed, cunning plans are discussed, but the time-honored tradition of 'Get em!' is the final plan.

Split-Tongue disables the goblins on the parapet with a sleep spell, allowing The Masked Archer's attack to get close enough to engage one set of tower guards, while Decius engages the other. Rotwang (along with Pontifax) charges right inside to attack the hobgoblin-looking bad guys, ogres, and some big armored human. The hobgoblins (later to be revealed as Thouls...magic crossbreeds of troll, hobgoblin, and ghouls) charge Rotwang, followed almost casually by the armored human. The human manages to paralyze Rotwang with a ghoulish whip. The human offers Rotwang and Pontifax a deal: He gets what he wants out of one of the warehouses and leaves peacefully while giving the party information on the goblin's treasure vaults. The party agrees initially, but a miscommunication leads to an escalation in the battle. The Masked Archer spends a great deal of time trying to shoot down the goblins in the tower (the tower makes them immune to arrows!), before moving into the fortress itself. Rotwang finds himself almost casually tossed into a horde of highly carnivorous goblin runts, while Pontifax, Split-Tongue, Decius, and Wilhelm consolidate their position inside the front gate of the keep. Wilhelm summons chaos monkeys into another tower, where the monkeys proceed to go on a horrific goblin-murdering rampage before finally being put down. Rotwang, Split-Tongue, Pontifax, and Wilhelm slowly finish off the remaining Thouls, goblins, and single ogre inside the fort. Meanwhile, the armored human with the whip finishes loading the wagon, and recalls an ogre to pull the load. As the wagon pulls away towards the forest, Decius and the Masked Archer give chase. Arrows and arbalest bolts fill the air, but the armored human manages to summon a small group of berserkers to cover his getaway. The berserkers chop Hackamore down, and knock down The Masked Archer, but are quickly shot to pieces. In the end, the group decides they're too depleted to immediately give chase to the armored human, and must begin getting ready to hold the fort against the battered remnants of the goblin army which had just, at that point, began fleeing back towards the fort.