

Session/Game: ACKS/Gatavia III #22 **Date:** July 20, 2014

Episode 22: "Karmic Poison"

Campaign Date: January 1-13, 1431 AY

Characters

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

Hackamore, human, thief-5, neutral (henchman)

Nixon, human, lackey-3, neutral (henchman)

Exorcist Rinaldo, human, cleric-6, neutral (Robert Swan)

Decius, human, explorer-4, neutral (henchman)

Mighty Beavis, gnome titan-3, neutral (henchman)

Faber the Fantastic, human, mage level-2, lawful (henchman)

Manfred Man, human, mage level-4, neutral (henchman)

Whang, human, fighter-4, neutral (Marlon Kirton)

Granny, human, witch-1, neutral (henchman)

Zaphandle, human (no info, henchman)

Pontifex Amicus, human, cleric-7, neutral (Andrew Smith)

Judge: Jason Leibert

Log:

January 1st – 10th

The Skull Collectors are approached by local Dwarven Craftpriest Badaxe Jack, with an offer of the location of a ring of three wishes, if the group will drive away a flock of griffons nesting nearby by fouling the nests with concentrated skunk oil, and returning the eggs to Badaxe Jack. The group makes a recruiting trip into Portchester before tackling the griffons.

The group decides to scout the nest out before committing any actions, by sending The Masked Archer (made invisible via spell). The Skull Collectors distract the griffons with an illusion of running horses, while the Masked Archer steals the eggs and carefully places the concentrated skunk oil vials where they can be shot. The plan goes off without a hitch, and the oil is released. The group decides to take the eggs back to Badaxe Jack, waiting out the dissipation of the worst of the skunk oil and the likely leaving of the griffons. The Skull Collectors return to the griffon nests, and find only one griffon still mournfully circling the now quite fouled nests. The lone griffon is dispatched in short order, and the treasures from the nest are recovered. Along with a large number of griffon feathers, the group recovers a Herkimer Battle Saddle and a Lance of Giant Slaying from the nests.

Badaxe Jack reveals to the party that the ring of wishes is located not far away, and is the possession of one Silvertooth Gourmand, former long-time successful mercenary and chief of a large troll village located in an ancient noble family's graveyard who considered himself an epicure, going so far as to kidnap one of the best Halfling chefs in the Badlands. The chief moved the village to the graveyard because he had developed a taste for aged meat, and the graveyard had been very thoroughly infested with ghouls at one point. The troll chief retired to the village with several of his old war buddies, including an ettin who lives nearby. Badaxe Jack offers to give the party a couple of potion recipes in exchange for the party bringing him back troll pieces for enchanting purposes.

January 11th

After a brief planning session, the group sends an invisible Masked Archer in to scout the area around the troll village out. They discover that every morning a large number of

troll children would head to the ettin's lair, each giving the ettin a small bag of copper coins, and convincing the ettin to tell them heroic war stories about the chief, while he snacks on torn-off troll children limbs. The Skull Collectors get in position, and launch an ambush on the ettin's cave. The Masked Archer of the Apocalypse snipes the ettin from hiding with a poisoned arrow, killing it instantly. The rest of the Skull Collectors charge in, led by the warrior Whang wielding the lance of giant slaying. The troll children quickly become troll chunks. Once the splattered trolls are moved out of the way, the party discovers the ettin's hoard mostly consists of over half a million copper coins, and a treasure map which leads to a huge bag of gold coins hidden in the ettin's latrine. The party decides to secure their money, and start again attacking the trolls in the morning.

January 12th

Thanks to The Masked Archer's scouting efforts, the Skull Collectors decide to ambush a group of male trolls as they are head back to the village from their day's hunting. The party sets up a large, elaborate trap, and lures the trolls into it. Thanks to Whang's mounted charge, the party has the male trolls almost completely destroyed by the time a group of female trolls come running behind them from the village. The Skull Collectors demolish polish off the trolls with little effort, before retiring for the evening and planning their assault on the troll village.

January 13th

The Masked Archer scouts the outskirts of the village, revealing the tombs having been excavated further to make room for the trolls, while the wrought-iron fence has been piled high with garbage, debris, troll leavings, broken branches, and such. The trolls themselves seem to be mingling in the courtyard. The group sends two of their henchmen around the far side of the compound, to carefully cast an illusion of battling mounted knights crashing through the wall, hoping to split the trolls. The group sets up a battle line at the front gate of the village, and allowing Whang to make a mounted charge into the trolls. Despite taking down mountainous numbers of trolls in a relatively one-sided fight, Whang's charge falters early on, spells get burned down fast, and Decius manages to shoot himself in the foot like a piece of shit, only living thanks to Pontifex Amicus using a neutralize poison spell on him. The party almost has half the trolls defeated, before the other half of the trolls manage to dispel the illusion by attacking it. When they turn to charge the skull collectors, Whang's light war horse goes down.

Deciding discretion is the better part of valor with several dozen trolls charging at them, the Skull Collectors throw one last illusion of a vast flame striking the exit covering their escape, delaying the trolls just long enough for the party to mount up and run off to fight another day.

Log 22 Addendum: Split-tongue Takes a Trip to the Library

Campaign Dates: January 1 to February 14, AY 1431

Characters:

Split-tongue, Elf, Enchanter-6, neutral (Marlon Kirton)
Sammy the Wagon-Master, level 0 (henchman)

Judge

Dave Nelson

January 1-7: Split-tongue packs up all his monster parts into his wagon and has Sammy drive him to Orchester, where he rents some rooms down the street from the Mulfando School of Magic.

January 8-22: Consulting the Mulfando Library from time to time, Split-tongue labors to construct a scroll of Stinking Cloud spell, spending 1000gp. He creates 1 such scroll, using the stomach of the green dragon they took from Skull Mountain. He now has a formula for further scrolls, which will require only one week's time, 500gp and a juvenile green dragon stomach to create.

January 21-28: Split-tongue does preliminary research into making a Knock Spell scroll. Realizing that he needs the hands from 77 animated skeletons (or 200 halflings), he sends Sammy on a fast horse to Skull Mountain and gets Master Shadrack's help in collecting the Skeleton hands.

January 29- February 14: Receiving the Skeleton Hands, Split-tongue produces a scroll of the Knock Spell. He now has a formula He now has a formula for further scrolls, which will require only one week's time, 500gp and either 77 skeleton hands or 200 halfling hands.