

Session/Game: ACKS/Gatavia III #22 **Date:** August 3, 2014

Episode 21: "Trollpocalypse Now (aka, don't ever let Tim roll for Mortal Wounds on your Character)"

Campaign Date: January 14, 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)

Rotwang, human, barbarian-6, neutral (Bob)

Tiberio, human, mage-5, neutral (Tim Moyer)

Rhodri, fighter 1, neutral (henchman)

Judge: Jason Leibert

Log:

January 14th – January 16th

The Skull Collectors take a couple of days to rest at Skull Manor, after their extremely close battle at the troll village. Pontifex Amicus and Whang the Warrior are called away elsewhere for business, but Rotwang and Tiberio decide they've been sitting around the manor long enough, and step forward to lend join their comrades.

January 17th

The Skull Collectors briefly scout out the troll village, finding that a large number of trolls yet remain, and another direct assault would probably be extremely dangerous. An opinion of laying siege to the village is suggested, but quickly overruled when it's pointed out that the trolls will just eat bits of each other before they starve in any way.

The group agrees upon a plan calling for Tiberio to summon several berserkers, who will lure the trolls out of their village, before splitting up. One of the berserkers will lead the group of trolls following him back to where the Skull Collectors have set up their ambush. The first ambush goes so amazingly well, taking down three male and three female trolls with almost no effort, that the group tries the same plan again. The second time they try the ambush, six male and six female trolls follow the berserker back. The group gets off to a good start, with The Masked Archer firing many poisoned arrows into the trolls, keeping several occupied, however Rotwang and Mighty Beavis are separated from the rest of the group and rapidly put down. Eventually the tide turns against the trolls, and slowly, the trolls are overcome.

January 18th-January 25th

The Skull Collectors pull back to their manor house to prepare for the assault on the Troll Village. Tactics are discussed, and it is decided to hire some extra soldiers to assist in the assault. Ten heavy footmen and ten crossbowmen sign up with the skull collectors in return for their normal pay, plus a share of the treasure that is recovered from the village. Snickering behind their hand, ('Yeah, all these guys will live to collect...suuure'), the group prepares to move out for the glorious final battle.

January 26th

The Skull Collectors position themselves (after making use of bless and prayer spells, and Rotwang's favorite growth potion) at the entrance of the troll village, with the heavy foot lined up with the better armored of the group across the entrance, while the crossbowmen are lined up well back, with the Skull Collector's casters and archers. Facing them are a group of heavily armored trolls using pole arms (later revealed to be zombie trolls), a smattering of regular trolls, and all the troll champions.

This battle is probably the longest, and closest fought, of the Skull Collector's careers, but the stakes are high, and the group is greedy. The Masked Archer goes through many, many poisoned arrows, while his lackey Nixon proves to be the star of the battle. Not only does Nixon dodge around the battlefield burning trolls left and right, but he manages to rally the heavy footmen whose morale fails them at a critical moment. Even though every last footman ends up dying, their shouts of 'We believe in you Nixon!' carry on till they all get torn to shreds. Just as it appears the Skull Collectors are gaining the upper hand, the troll chief, Metaltooth Gourmand leads his sub-chief and shaman to attack. The shaman is quickly locked down trying to cast spells, while the chief charges at the enlarged Rotwang, and the sub-chief engages the remaining berserkers. Rotwang discovers, to his horror, that the chief's metal teeth cause enormous damage, and is but the first in a line of Skull Collectors that are downed one right after the other. Just when it seems the momentum has carried against the group, The Masked Archer lays in a poisoned arrow at the chief which finally takes him down. With the chief gone, the rest of the trolls are rapidly killed.

A huge pile of treasure is sorted through, as the Skull Collector's tally of dead and wounded are recorded. In the end, Rodri, Decius, and Rinaldo are all dead (but recoverable), while Hackamore and Rotwang are both stuck with minor scarring. The group also finds a lvl 3 halfling scout named 'Bosco Bourdain' chained up in the troll's kitchen, offering his services to whoever frees him.

For those collecting spell components, from this session:

- 12 Male Trolls (630xp each)
- 9 Female Trolls (135xp each)
- 5 Troll Champions (900xp each)
- 8 Troll Zombies (900xp each)
- 1 Troll Sub-chief (1100xp)
- 1 Troll Witch Doctor (level 4 cleric, 1600xp)
- 1 Troll Chieftain (1550xp)
- 200 Ordinary Crocodile Skins (20xp each)
- 142 Lizard man Tails (35xp each)