

Session/Game: ACKS/Gatavia III #43 Date: June 14, 2015

Episode 43: You had that one thing we needed the entire time?

Campaign Date: February 21-March 2 1432 AY

Characters

Exorcist Rinaldo, human, cleric-9, neutral (Robert Swan)

- Decius, human, explorer-7 neutral (henchman)
- Mighty Beavis, gnome titan-6 neutral (henchman)
- Manfred, human, mage-7 neutral (henchman)
- Deadeye Hayes, human, blade-dancer-7 (henchman)
- Leroy the Assistant, orkin, thug-8 (charmed henchman)

Tiberius, human, mage-9, neutral (Tim Moyer)

- Helpful Bill, human, fighter-5, neutral (henchman)
- Muttering Osborn, human, shaman-6, neutral (henchman)

Sister Helena, human, blade-dancer-7, neutral (Andrew Smith)

Louie Impetious, human, fighter-5, neutral (Josh Trout)

- Gnostus Tibra, human, cleric-2, neutral

Split-tongue, elf, enchanter-7, neutral (Marlon Kirton)

- Sigwulf, human, fighter-4, neutral (henchman)
- Flamer, (reincarnated baboon henchman)
- Yengemel, human, mage-3, neutral (henchman)
- Mister Boarley, orkin lackey-0, (henchman)

Masked Archer of the Apocalypse, human, assassin-9, neutral (Dave Nelson)

- Trusty Nixon, human, lackey-7, neutral (henchman)
- Hackamore, human, thief-7, neutral (henchman)
- Granger, human, shaman-3, neutral (henchman)
- Mysterious Clive, human, mage-3, neutral (henchman)

Gorna, human, shaman 9, Neutral (Bob LaForge)

Judge: Jason Leibert

Prologue: While going through his possessions, Gorna re-examines an old treasure map he's had for quite some time, that is supposed to lead to the 'mammoth graveyard', a place where all the old mammoths in the frozen north go to so they can die in peace. When Gorna compares the map to a world map in Yoesville's library, he realizes he can pinpoint the location. There's a vast fortune in ivory just waiting to be picked up, and surely nothing dangerous there at all.

February 21st

When Gorna informs the Skull Collectors about his revelations on the map, and the vast fortune that must be therein, they immediately spring into action. They immediately prepare for a long journey via their flying ship, to the icy shores of Jotunheim, a vast island of giants and frost.

February 22nd

After one day on their journey, the ship's lookouts spot a massive storm front. Just as they begin to move to avoid the storms, they spot a massive flying castle. And in a flash of lightning, they make out a massive symbol of the lawful god, Bor, on the front of the castle. The ship very carefully sidles up to the castle, and the Skull Collectors unleash hell on the storm giants they find within. By the time the giants realize they have a serious threat in their midst, it was far too late for them. Many of the spell casters amongst the Skull Collectors express interest in learning more from the flying castle (specifically how to duplicate the enchantment), but the spell holding the castle aloft starts failing as soon as the last giant falls, and they barely have time to collect the giants treasure before it hits the ocean below.

February 23rd through February 28th

The Skull Collectors continue their journey with the flying boat.

March 1st

After spending so many hours stuck in the comparatively small ship, they finally spot the massive blizzard that surrounds the valley. A few hours of scary, snow-filled, and cold travel, they break through into the center of the blizzard where the valley lies, clear but still definitely cold. The group sees the dragon's lair, the giant's citadel, and the mammoth themed temple. The Skull Collectors decide to investigate the temple first.

The Skull Collectors head towards the temple, and notice that there are numerous evergreen trees growing heartily on the outskirts of the area around the temple where a narrow few silver-pelted, yet sickly looking, mammoths munch contentedly while watching the sky-ship come down and Skull Collectors offload. A quick spell opens the door, and Skull Collectors find themselves inside the foyer of the temple, with a large number of giant and mammoth statues. It is only when they enter the foyer that they discover that the statues are actually undead!

A massive, long-running battle ensues, as the Skull Collectors are pressed by frost giant mummies and armored skeletal mammoths. A drawn out fight ensues, with Flamer (Split-tongue's reincarnated baboon henchman) going down and the Masked Archer quickly making himself a massive target (and taking fourteen frost giant sized javelins in damage). Eventually the Skull Collectors magic (including the scroll of protection from undead that Rinaldo had had the entire time, much to the regret of pretty much everyone) allows them to funnel the remaining mummies into a kill-zone which quickly wipes them out.

March 2nd

The Skull Collectors decide to rest a night, to allow for their spell recovery and healing, before proceeding into temple's inner chambers. The only serious injury is the Masked Archer, who lost his genitals briefly (as Gorna puts it, he's the Masked Eunuch of the Apocalypse), before having everything regrown.