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

Episode 12: "After the big evil guy!"

Campaign Date: August, AY 1430

Characters

Pontifex Amicus, human, cleric-4, neutral (Andrew Smith seconded to Chuck Fleurie)

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

Split-tongue, elf enchanter-3, neutral (Marlon Kirton) -Sammy the Wagon Master (henchman) -Oonga Boonga-Neanderthal Hunter-1 (henchman)

Wilhelm the Warlock, human, warlock-3, neutral (Chuck Fleurie)

The Masked Archer of the Apocalypse, human, assassin-4, neutral (Dave Nelson) -Hackamore, human, Fighter-1 (henchman)

Decius, human, explorer-4 (Robert Swan)

Judge: Jason Leibert

Prologue: The group, exhausted and wounded after fighting the goblins and other evil things in the goblin's fort, watch Badaxe Jack's small army smash the goblin army to pieces. What few goblins survive the battle are easily picked off by the party's archers as they approach, and Badaxe Jack arrives to help the party clean themselves up, so they can plunder the goblin's treasury.

Log: The group enters the goblin's temple area, where poor Hackamore triggers a spear trap which leaves him alive, but wounded for two weeks. The Masked Archer attempts to scout the area behind the altar, where he runs into a number of deadly living shadows. He is wounded slightly before the rest of the party can help, but as they rush to help, a living statue steps down off the altar and attacks. A short battle ensues, but the monsters are defeated.

The group finds a room that has an open secret door leading outside, and a set of stairs leading down. Decius finds gigantic wolf tracks leading in through the door and down the stairs. The party wanders down the steps and finds a small band of goblin wolf riders, and their mounts, milling about outside a large open door. The group engages the goblins, and while they're fighting the goblin chief emerges from the vault with his pet chimera! Split-tongue quickly puts the chief down with a stinking cloud, and the chimera is eventually brought low after firing a dozen tail spikes into the party. The group sorts through the loot from the goblins, and decides to make after the big bad guy with the whip. Before leaving the fort, they ask Badaxe Jack to heal them up. The Masked Archer asks Badaxe Jack to heal the horrific scarring he had received, the results of

which were the scars being removed, but The Masked Archer suddenly gains the ability to speak with the dead!

Decius finds the tracks of the big whip guy's wagon and leads the party after him. They find the wagon met up with several people on horseback just outside the goblin's territory. The group continued their pursuit through a horrible ghoul ambush. The Masked Archer uses his recently acquired 'speak with the dead' power to interrogate one of the ghouls, and found a very little bit of information about their target, which allowed them to continue the pursuit.

The party finds that the big whip guy's group is inside a hobgoblin fortress not far from their house! Deciding against a full assault against the big whip guy's group while they've got hobgoblin backup, the party sets an ambush. The enemy party consists of the big whip guy, an elf with a bow, and an elf with a sword all on horseback, while a clerical looking human drives a wagon, and a pale, toothy ogre following them up. The party starts off strong, with split-tongue throwing a sleep spell which took out all the horses (except for the big bad's warhorse). The Masked Archer and Decius start blasting arrows away into the bad guys, Rotwang charges the ogre with Pontifax trying to turn it. The big bad lowers his lance and charges Decius, the elf with the bow starts shooting back at the group, the other elf casts haste on the now-revealed ogre ghoul, and the cleric ends up with a long, drawn out battle with Oonga Boonga. Decius and The Masked Archer slowly chew down the evil whip guy, discovering he is, in fact, a ghoul Zahuran ruingard and he's riding a skeletal war horse. Split-tongue puts the big bad whip guy down, and the bad guys lose their morale with their leader going down. The spell casting elf sprints off into the forest, the cleric realizes he can't run away from the party as heavily armored as he is, the elf with the bow tries to run but is put down by a stinking cloud cast by Splittongue. Just as Decius gets kicked down by the undead warhorse, the masked archer finishes it off. Rotwang and Pontifax get paralyzed by the ogre ghoul, but it gets put down by Split-tongue. The entire group gets paralyzed or wounded, except for Splittongue who is out of spells and out of wand charges. The evil cleric attempts to get the wagon going again, but Split-tongue cuts the reins. Having already lost his morale, and a further one, the cleric decides to flee while he can, leaving the wagon full of loot behind. The unconscious elf in the stinking cloud disappears when the other elf uses the last charge in his luck sword to wish his brother was safe there with him.

Rotwang and Oonga Boonga are wounded, but will recover with rest. Decius has one leg lamed in the battle, and decides to call in his reward to Badaxe Jack and get it healed. Decius recovers, but something evil has taken an interest in him! When he wakes up, he has an imp bound to his soul!

Epilogue:

Decius donates 3600gp to found a support group for people with trouble remembering things.

Rotwang spends 4000gp on a massive barbarian party, with lots of wrestling, fighting, eating, and drinking only the finest kumiss.

The Masked Archer of the Apocalypse spends 2000gp to buy a large herd of yaks to donate Swamptown care of an old friend,

Murderface Jack spends 2500gp to hire an assassin to have his former henchman Stupid Marco assassinated. Murderface Jack spends another 2500gp to throw a gigantic party for the survivors of his berserker brigade, and having a gigantic drunken bash, which results in Badaxe Jack very kindly setting aside a plot of land well outside the fortress's walls for a new Hall of Fury, where further celebrations can be held in the future.