

Session/Game: ACKS/Gatavia III #13 **Date:** February 23, 2014

Episode 13: Return to Which Mountain? Technically?

Campaign Date: September, AY 1430

Characters

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

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

Split-tongue, elf enchanter-5, neutral (NPC for Marlon Kirton)

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

Decius, human, explorer-4 (Robert Swan)

Murderface Jack, dwarf, fury-4, neutral (Jason Liebert)

Felix Finefinger, human, thief-4, neutral (Mike Miller)

Slade Nicteraunustus, human, fighter-2, neutral (Gabriel Miller)

Judge: Dave Nelson

Prologue: Having reassembled after the victory over the goblins, morlocks and ghoul-dude, the Skull Collectors decided that the Orcish Witchdoctor in Skull Mountain needed to be exterminated and the treasure of his tribe seized.

Log: September 1, 1430

Encounter 1: The Vermin have moved in

Deciding that they would once again enter Skull Mountain through the "Eyes", the Skull Collectors passed through Presefen's former lair toward the stairway down to the orcs of level 3. However, they were blocked by 10 poisonous giant crab spiders. After a brisk battle, with several wounds scoured, but not a single fatal poisoning, the spiders were wiped out.

Encounter 2: Clean-up on Aisle Orc

Reaching the bottom of the staircase, they found that the orcs had sealed up the entrance to the level quite firmly. The 20 minutes of heavy chopping it took to hack down the door gave Wumbo the Orc Witchdoctor sufficient time to assemble the remains of his tribe to oppose the invaders. Split-tongue used a fireball spell to instantly slay Wumbo and a dozen or so common orc soldiers. Rotwang managed to rampage through the remaining common orcs quickly. However, a visiting Orkin Hexmaster, named Thugmuk and his 6 High Orc soldiers but up a better resistance. Thugmuk blasted Split-tongue with magic missiles, forcing him to flee, and disabled Murderface with a Stinking Cloud spell temporarily. Most grievously, he put a curse on Rotwang, which noticeably reduced his mighty strength. The resistance did not last long, and soon the entire orc gang was wiped out.

Encounter 3: Sweep up the Loot

The Collectors then plundered the orcish treasure room, at first being stymied by the locked treasure chests, until Slade thought to find the keys and simply open them. The party searched some nearby rooms and found a strange one that was filled with a strange green mist that contained a mocking, muttering voice. Further, there was a

gleaming white room that was incredibly slick and caused those who entered to fall down.

Encounter 4: The Last of the Orcs

On the west side of the level, the Collectors found a few orc survivors. These were 8 High Orcs of Thugmuk's party, led by a thug named Futz. The party wiped them out without serious loss. Among their goods were instructions to find or destroy a certain Scepter of Castor in the dungeon.

Encounter 5: Pool of Grindle

Nearby was a sealed secret room which contained a magic pool (The Pool of the Warlock Grindle). It was deadly to all orcs, but did some magical benefits for Felix when he entered. After searching around, the party found a secret compartment under the pool which contained the Scepter of Castor, which the eagerly seized. Bill the Toad (Wilhelm's familiar) revealed its magic powers (including dispel magic, reincarnation and summon hero).

Encounter 6: A Visit to the Neighbors

At this point Rotwang determined to leave the dungeon and meet with the shaman/hermit Shadrak at the base of the mountain, to see if he might lift Thugmuk's curse. Shadrak did his best, arranging a Cheese Vigil wherein Rotwang spent the night at the Grampius Pole, covered in runny goat cheese. But alas, there was no Grampius miracle and the curse was not lifted. Meanwhile, Felix and Slade went to visit Spunky the Cyclops. Felix wanted some lidded jars to collect the green mist from the dungeon, but they both ended up buying much more than they intended, because, well, he's Spunky.

INTERLUDE (September 2 spent resting a Skull Manor to restore wounds and spells)

Encounter 7: Felix Gets Sick, Giant Troubles

The party returns to Skull Mountain through the "Mouth" entrance to level 3. They discover an orcish garbage pit. Felix insists on searching it, and only manages to find a serious infection, which impedes him noticeably. Farther onwards, they meet a Stone Giant mercenary whom they manage to kill reasonably quickly.

Encounter 8: The Weird Corner

They then pass into the Weird Corner of the level again, although from a different angle from the green mist and slick room. One room has a deadly magic fire trap, which blows up and kills Felix. On the far side are two Chaos Serpents, who almost kill Slade, except for a neutralize poison scroll that Amicus used to save him. Amicus also used his rod of Reincarnation to revive Felix. However, Felix is killed again crossing the fire room. In fact he is killed and reincarnated several times in the next few minutes, but must have been under some sort of evil curse, because he couldn't stay alive. The party found some magical treasures hidden in the floors, and a pile of gems in a magic floating box.

Exeunt

The party decides to leave the mountain, bury Felix and come back someday to investigate the Bronze Doors in the Weird Corner, and the Marble Door in the Chamber of the Pool of Grindle.