

Session/Game: ACKS/Gatavia III #14 **Date:** March 9, 2014

Episode 14: Oh Shoot

Campaign Date: September, AY 1430

Characters

Pontifex Amicus, human, cleric-5, neutral (Andrew Smith)

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

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

Decius, human, explorer-4 (Robert Swan)

 Bosco Stinky, halfling burglar-1, neutral, (Henchman)

 Exorcist Rinaldo, human, cleric-1, lawful (henchman)

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

Illena Sandfire, human, blade-dancer-3, neutral (Mike Miller)

Slade Nicteracunustus, human, fighter-3, neutral (Gabriel Miller)

Judge: Dave Nelson

Log: September 7, 1430

Encounter 1: Cleaning Up Level 3, part 1

The Skull Collectors had not finished exploring the North East and North West corners of the third level of Skull mountain. Deciding to start with the north east, they found a twisted corridor system. As they proceeded, Amicus and Slade were injured by a pit-trap. Farther along, Murderface and Rotwang slipped on some grease and were then attacked by 3 giant beetles. While two were killed, the third, dubbed "Pinky" was charmed by Amicus and brought along. Reaching the end of the mini-maze, a portcullis came crashing down and separated the party. It took the strength of a half dozen men, but the gate was lifted long enough to throw the secret catch to retract it. At the end of the maze they found a deep shaft, reaching 200 feet or so downwards, and a strongly locked iron door which they couldn't open. They decided to leave and do a quick search of the North west corner of the dungeon. They passed through the main orc barracks (now quite empty) and found yet another strongly locked door. They decided to return to Skull Manor to fetch Bosco Stinky, Decius's halfling burglar henchman.

September 9, 1430

Encounter 2: Cleaning Up level 3, part 2

After getting two good nights' rests in their own beds, the collectors returned to level 3. Bosco Stinky manages to open the locked door in the North East maze. They find a sealed box covered with ancient glyphs, which only Split-tongue was able to read. The inscription claimed that the written incantation must be chanted in order to open the box safely. Split-tongue chanted the spell as Murderface levered open the box. An undead Wight leaped from the box and drained Split-tongue one level before it was chopped to bits by Decius and Rotwang. Inside they found a store of gold. Moving along to the north west section, Bosco Stinky was forced to acid open a the lock to enter the new area. They quickly destroyed a half dozen Flying Skulls and moved inwards to destroy 8 ghouls and a giant python. Illena had tried her mystic snake dance to try to hypnotize

the serpent, but it failed. Murderface was paralyzed during the ghoulish fight. They looted the ghoulish treasure and returned to Skull Manor for the night.

September 10th

Encounter 3: Fun with Shoots

Returning to Grindle's Pool on level three, they detected a swivel trap on the marble door to the south. Despite Bosco's warning, and their elaborate rope rig, when Rotwang pushed on the door, he was dumped down a shoot 60 feet to level 4. Amicus immediately pushed too, in order to follow the barbarian wherever he went. After a long debate, the rest of the collectors pushed as well and were dumped down to level 4.

Encounter 4: Last Dance with Barnabas

When the Skull Collectors were reunited at the bottom of the shoot, they opened a door into a chamber, only to find a group of 10 thieves known as the Barnabas Gang. There was a longish negotiation about which of the two groups would pay each other a toll for looting this section of the dungeon. Illena attempted to charm them using her sexy temple dance, but failed miserably, causing them to laugh and snicker and thus for a fight to break out. The Barnabas gang are wiped out, doing only minor damage to the Skull Collectors. They found some treasure on the gang, and quickly searched a few nearby rooms. They decided to leave a set of 20 carved wooden statues of satyrs alone, and Bosco survived some contact poison on a chest nearby. He tried to acid-open the lock, but failed and jammed it permanently.

Encounter 5: Old Ones Ambush

As they passed northwards through the corridor, they were ambushed by 6 Old Ones troops from behind arrow loopholes. One captian used a potion of dwarf control to turn Mrdeface against Split-tongue, but Amicus dispelled the effect with the Scepter of Castor. Then Pontifex Amicus used the Scepter of Castor to summon a Heroine on the inner side of the door to open it for them. Decius managed to get his Imp familiar (Terrance Phillips the Quebecer Imp) to squeeze through a loophole on the other side and open the other door. The Old Ones were wiped out with only minor damage to the party.

Encounter 6: Old Ones Mega-Brawl

Proceeding northward, the party burst into an expedition base of the Old Ones, where the Sorceress Reenpel, the Champion Typhoon, 2 captians and six swordsmen awaited. While Illena mesmerized 5 of the swordsmen with her temple dance, Murderface rushed forward and wounded Typhoon. Decius and other wounded the Sorceress with missiles, so she fled the room. Split-tongue then covered the door through which she had fled with a Stinking Cloud spell. Typhoon and one of the Captians hacked down Murderface, but the party started to lay a serious beat down on the Old Ones, killing most of them, until the stinking cloud expired. Then Reenpel returned with the two Stone Giant mercenaries from next door. Reenpel used a Dismember spell to take Split-tongue out of the battle (permanently shredding his leg). As Reenpel and the last few Old Ones were slain, the Giants fought on. Rotwang took a Growth potion to meet the giants on an even plane. Rotwang turned the tide on the giants, but it was Slade who dealt the death-blow against each of them. Bosco Stinky, alas was killed by the last giant. Murderface recovered from his wounds, but lost a hand in the process. Session ends with players victorious, but trapped in dungeon, not knowing how to get out again.