

**Session/Game:** ACKS/Gatavia III #21

**Date:** July 6, 2014

**Episode 21:** "Megadungeon is Mega-done"

**Campaign Date:** December 19-29, 1430 AY

### **Characters**

Split-tongue, elf enchanter-5, neutral (Marlon Kirton)  
    Flaming Jack, dwarf, vault-guard-3, neutral (henchman)  
    Sammy the Wagon-Master, lackey-1, neutral (henchman)  
    Muttering Osborn, human, shaman-2, neutral (henchman)  
    Father Ambrose, human, cleric-2, lawful (henchman)  
Exorcist Rinaldo, human, cleric-5, lawful (Robert Swan)  
    Decius, human, explorer-3, neutral (henchman)  
    Mighty Beavis, gnome titan-2, neutral (henchman)  
    Faber the Physicker, human, level-0, neutral (henchman)  
Murderface Jack, dwarf, fury-6, neutral (Jason Liebert)  
    Jack O'Woden, dwarf, craftpriest-1, neutral (henchman)  
Rotwang, human, barbarian-4, neutral (Bob LaForge)  
    Black-Lung Bill, human, lackey-2, neutral (henchman)  
Max Bemis, human, fighter-4, neutral (Zach Kleiser)  
    Krankor I, human, level-0, neutral (henchman)  
Tiberio, human, mage-3, neutral (Tim Moyer)  
    Rhodri, human, level-0, lawful (henchman)  
Pontifex Amicus, human, cleric-5, neutral (Andrew Smith)

**Judge:** Dave Nelson

### **Log:**

#### **December 19-27**

A provisioning and recruiting trip is made to Portchester and many henchmen are gathered. Split-tongue manages to track down and purchase a scroll of Knock spell. Pontifex Amicus is chatted up by 2 thieves who attempt to steal the Scepter of Castor from him, but fail—since thief skills never, ever work.

#### **December 28—Cleaning up the Skipped Spots**

The Skull Collectors mount a large expedition of 17 men (all those listed above except Sammy the Wagon-Master) to investigate two areas they had skipped in the upper levels of Skull Mountain. In the old necromantic library level (level 2 behind the nose), Split-tongue used his Knock scroll to open a triple-keyed treasure pit in a floor. It contained a significant hoard of gold, silver and gems, plus the fabled Ring of Bloody Sustenance.

Traveling down to level 3, they found the mysterious bronze doors (which had been protected by the fire-trap from one direction and the frictionless floor room in the other). Black-Lung Bill managed to use a vial of acid to open the lock on the bronze doors, which when opened revealed a dimensional vortex. Tiberio summoned 4 berserkers who were, one after another, drawn into the vortex and did not come back. Max Bemis then convinced Krankor to probe the vortex too, and he also was drawn in. Amicus, Rotwang, Murderface, Jack O'Woden and Black Lung Bill then decided to jump into the vortex too, while the rest of the party pushed out.

Inside the vortex-realm there was a spinning island with an array of giant mushrooms on top of it. The rest of the realm was a whirling mass of cloud, lightning and globs of a oat-mealy type stuff. When Rotwang stepped onto the island, a band of 9 Demonic Warriors appeared

and attacked. Several of them hacked down Black-Lung Bill who died. Amicus used a Call Lighting power from his scepter to blast several of the demons. A long fight waged on, in which the demons eventually were destroyed, although great wounds were distributed to many of the fighters. Krankor, surprisingly, did great service in the battle, despite his lack of combat experience. After the battle, Jack O'Woden recognized the Infernal Mushrooms as a transportation device and when each member of the party had licked the large central mushroom, each one was transported back to the rest of the expedition.

Since the warriors were badly beaten up by the fight, the party decided to return to the manor for the night. They rested and healed over night.

### **December 29th—The Final Level**

In the morning a 16 man expedition of Skull Collectors return to Skull Mountain for the last time. They climb down to the caves beneath the dungeons (level 6). First they encounter a large horde of 16 giant draco lizards. Using Charm Animal spells and Speak with animal spells, Amicus and Rinaldo gain command of 2 of the lizards. Split-tongue seriously injures 8 others with a fireball spell. A straight-up fight results in the lizards being wiped out with some moderate wounds to the party.

They then search some caverns to the west. They find and attack another draco lizard, which turns out to be petrified. One of the charmed lizards discovers a basilisk in a side chamber, but is himself petrified. Rotwang discovers a lever in one cace, pulls it, and releases a rockslide that seals off the entry to the entire cavern level, trapping the party within. Tiberio summons some berserkers and they and the remaining lizard lead the charge against the basilisk. It is finally destroyed, taking only 1 more berserker with it.

The party moves northward in the caverns, passing a large bone pile. Passing by the stench-filled passage to the east and the mist-filled passage to the west. Beyond, they find 7 White Apes waiting in ambush. Rotwang charms 3 of them, using his Ring of the Ice Lords, and the other 4 are ganged and killed. Amicus, however, falls on some magic grease in the passage, and his clanging attracts 2 wandering draco lizards who have to be killed.

At the end of the passage, they find a guard detail of 2 Old Ones sorcerers and 12 Old Ones swordsmen. The Sorcerers try to cut off the party using a Wall of Fire, but they counter it with a dispel magic. The swordsmen kill one of the charmed White Apes by a volley of thrown axes. Tiberio knocks out half the swordsmen by using a sleep spell. The fighters soon wipe out the rest. The sorceress uses a magic device to turn invisible and flee, while the sorcerer is hacked to pieces. The cavern opens to an Old Ones' transit tunnel, and the party realize they have reached the end of the dungeon.

They turn around and move to the Mist cavern to the West. It is a chamber guarded by 9 Wights. Amicus uses a Ward against Undead scroll to defeat them, at the cost of another White Ape. The ward also allows them to defeat the mummies in the Old Ones' burial chamber that lay behind the wights.

Entering the east chamber, they find a juvenile green dragon. The dragon is no match for the party's onslaught and it is killed before it can ever respond.

Now that the dungeon is empty, the Skull Collectors are magically whisked up to the Chamber of the Brain of Bran (level 1a). The Brain demands that Rinaldo and Father Ambrose convert from the Lawful Church to the worship of the True Gods (Neutrally aligned gods of the world). Ambrose refuses and disappears. Rinaldo agrees and changes to neutral alignment, losing 1 level. The Brain then gifts the Skull Collectors with a huge XP bonus (35,000xp per player) and hands over the Staff of Bran to Amicus. Shadrak arrives and reveals himself to be the new Guardian of the Mountain of Bran and urges the Skull Collectors to conquer the Badlands and found a new Kingdom loyal to the Old Gods.