

Session/Game: ACKS/Gatavia III #47

Date: August 9, 2015

Episode 47: Return to Skull Mountain

Campaign Date: May 24-25 1432 AY

Characters

Murderface Jack, dwarf, fury-9 neutral (Jason Liebert)
 Fancy Jill, dwarf, craft-priest 7, neutral (henchman)
 One Axe Jack, dwarf, fury-6, neutral (henchman)
 Two Axe Jack, dwarf, fury-6, neutral (henchman)
 Whispy Nuggets, elf enchanter-6, neutral (henchman)
Tiberius, human, mage-9, neutral (Tim Moyer)
 Helpful Bill, human, fighter-7, neutral (henchman)
 Sister Helena, human blade-dancer-8, neutral (henchman)
 Orosius, elf, spellsword-1, neutral (henchman)
Split-tongue, elf, enchanter-8, neutral (Marlon Kirton)
 Sigwulf, human, fighter-6, neutral (henchman)
 Flamer, (reincarnated baboon henchman)
 Yengemel, human, mage-5, neutral (henchman)
 Nimrod, human, explorer-4, neutral (henchman)
 Mister Boarley, orkin, thug-1, neutral (henchman)
Fred, human, fighter-8 Neutral (Bob LaForge)
Masked Archer of the Apocalypse, human, assassin-9, neutral (Dave Nelson)
 Trusty Nixon, human, lackey-7, neutral (henchman)
 Mysterious Clive, human, mage-4, neutral (henchman)
 Rodney O'Toole, human, bard-5, lawful (henchman)

Judge: Robert Swan

May 24

Searching through the belongings of the departed Decius, the Skull Collectors find a note saying "mysterious tracks to Skull Mountain, tell the others." They decide to saddle up and search out the stasis of their old stomping ground.

May 25

Arriving at Skull Mountain, they find Shadrack's hut is destroyed and the Grampius Pole had been carried off. Evil tracks lead to the left eye of the mountain's skull face.

Crying "Get 'Em", the Skull Collectors ascend the path and burst into the mountain.

There they fought and defeated the following foes:

- A horde of goblins and their champions
- A green slime that fell on Murderface's head
- 3 wizards controlling 3 different elementals
- A squad of super-goblins

- An iron golem with goblin pilot
- Several blood elementals
- 12 gargoyles (who gravely injured Orosius, who left Tiberius's service after the adventure)
- 3 Crab Gods
- A 10th level chaotic cleric
- A pair of twin fighters
- 14 blink dogs with 2 manticores
- 3 7th level fighters
- 3 wights

In the face of their great power 2 flame salamanders, 6 garygolyes, 2 manticores and 8 legion of the damned with skeleton archer auxiliaries either fled in terror or were instantly destroyed by the Colectors.

The Skull Collectors managed to find and rescue Shadrack and the Grampius Pole, collected their treasure and returned home.

PC XP: 5000; NPC XP: 2500; PC treasure share: 8000gp each