

MOUNT ZORGOOTH

by Nate Treme

After centuries in cold clouded darkness, brave adventurers climb the mountains to bring sunlight back to their people. Unless PCs can fly, mountains must be traveled in numerical order.

#1 The adventurers break through the perma clouds. Zorgoth, the Cyclops godling rules from the highest peak. His star magic keeps the world below shrouded in darkness! Can the spell be broken?

Random Encounters for areas 1 & 2.

- 1) Slug Shepherd who is only hostile if his flock of very hostile 2d4 spider goats are attacked.
- 2) 1d6 jelly hawks drop poison poops and swoop down with sharp talons (the only non jelly part of them).
- 3) Rusty Merchant Bot*
- 4) Landslide! Dodge or fall off the mountain!

*Rusty Merchant Bot Inventory

Magic Bean: \$20, grows into impenetrable sleep pod that withers after 8 hours, 1 time use.

Vial of Jelly Hawk Scent: \$5.

50' Goat Spider Sticky Rope: \$10.

#2 The earth spirit living in this mountain will grant luck (a free reroll) to all party members if they revert the boiling licorice flow from The Blue Volcano(**#4**) to its previous cool temperature.

#3 Ancient workbot remains litter this area. A still working voice chip with attached speaker tells PCs that Zorgoth destroyed them centuries ago for attempting to journey below the permacloud to find their human creators.

#4 Bubbling licorice flows from the Blue Volcano. A Fuego Fiend bathes in the black liquid, his fire excretions bringing it to a boil. He will try to devour anyone who ruins his vacation.

#5a A crazy bovine hermit lives in the abandoned ruby temple atop this mountain. She moos an ancient song and offers milk to travelers. If a PC drinks the milk she'll show them the secret tunnel leading to Neptuna's Castle.

#5b: Neptuna's Castle

4d6 Fishfolk guard Queen Neptuna's fab pearl encrusted castle. Neptuna offers a helmet of waterbreathing to a champion who brings her a goldfish from the pet store in Mog(**#7b**).

Random Encounters for areas 6 & 7a

- 1) 2d4 Shock Boars!
- 2) 1d6 Outcast Fishfolk Bandits
- 3) Angry Sponge Ogre! Easily distracted by riddles but gets extra angry if they're too hard.
- 4) An ancient hidden landmine. Hard to spot, hard to disarm once stepped on.

#7b: Mog

Mog is a city of Batfolk. Must fly or climb to get around. There are restaurants that sell beetle pies, a barber shop that only does pompadours, and a pet store with a sentient goldfish that costs \$1000! The batfolk are friendly but loyal to Zorgoth so PCs should watch what they say.

#8 An earth spirit inhabits this mountain. Zorgoth's space magic gives it migraines. It will heal the PCs wounds if they make a joke at Zorgoth's expense.

#9 Winding slippery stairs lead to the peak. 2 Chalk Goblins at the top of the stairs snipe at anyone coming up. At the peak, Zorgoth sits in his dome muttering incantations. He thought everyone under the permacloud had frozen to death. He's not happy to see survivors. He summons 2d6 Gladiator Slugs to attack the PCs. If PCs win he promises to cast a spell to remove the clouds but really he tries to cast a spell to turn the PCs into pigeons for 1d4 days. He is gelatinous and easily killed, even by pigeons. If he dies the clouds dissolve.