

DCC: World of Iriolis

Our Group

Player	Character	Description
Bruce	Gallfred Weasel	Guild Beggar
Bruce	Greta Earwig	Miller-Baker
Bruce	Morhul Rock	Dwarven Miner
Chris	Pike	Butcher
Chris	Old Man Fish	Locksmith
Chris	Hammer Thyme	Dwarven Stonemason
Ernest	Happy	Jester
Ernest	Hot Pie	Baker
Ernest	Hemp	Weaver
Matt	Isac Sköld	Rutabaga Farmer
Matt	Krozan Smeltbane	Dwarven Stonemason
Matt	Mordecai	Gravedigger
Patrick	Podrick	Squire
Patrick	Tolith Xyrxina	Elf Sage
Patrick	Talbert	Indentured Servant
Tim	Ned Wimbly	Beekeeper
Tim	Zanzorag	Dwarven Apothecarist
Tim	Gustalla the Red	Dockworker

Everyone has all manner of fun clicking on the Bring Out Your Dead button on the [Purple Sorcerer generator](#) to gin up groups of likely fatalities. *Tim* and *Bruce* have already put in sheer minutes of work writing tragic backstories for their characters. *Ernest* is prevented from doing this by the long, long wait for Tex-Mex. *Chris* is more interested in discussing the likely emotional impacts of his character calling his personal attributes the “staff of lightning”. *Patrick* is simply baffled by the experience. And *Matt* joins us later because he is off grocery shopping.

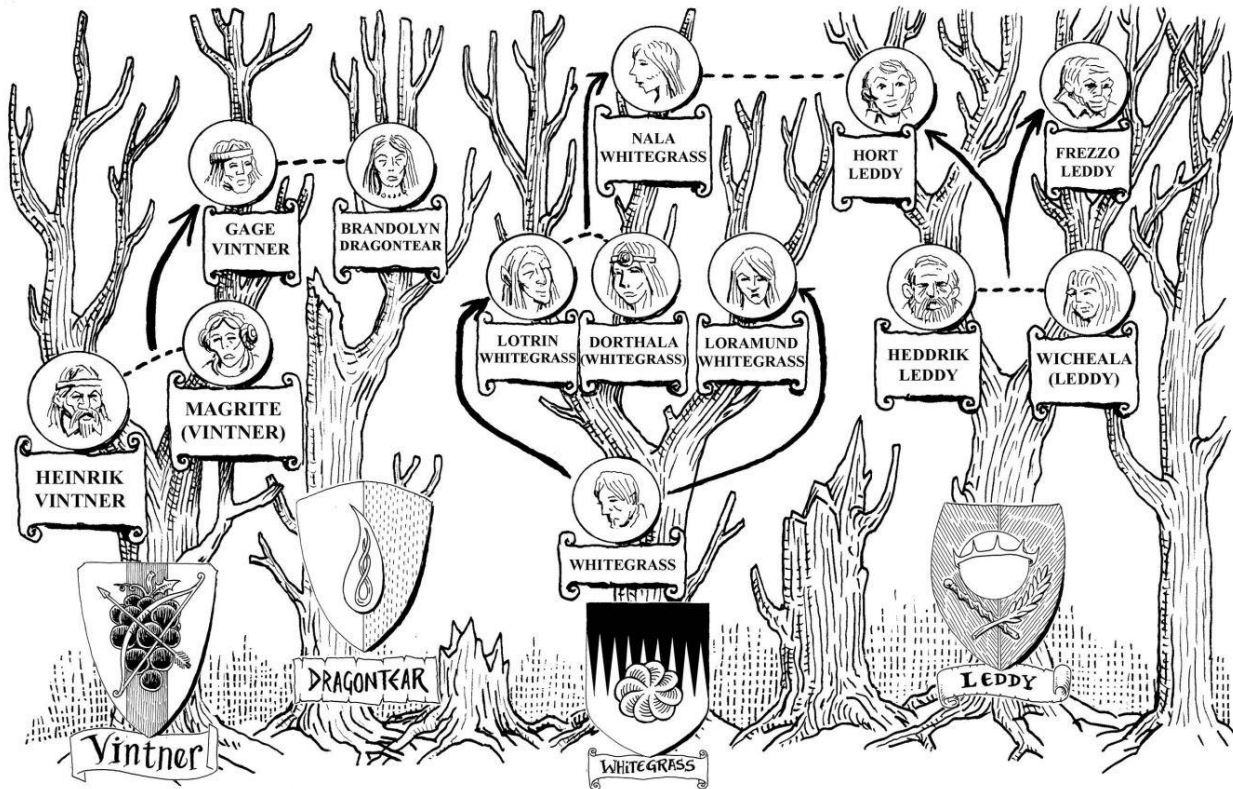
And *Paul* stands aloof, ruling over the whole scene.

The Whitegrass Wedding

The characters are all at the wedding ceremony to join Nalla Whitegrass and Hort Leddy, scions of the two most influential families in the area. Each of them is somehow associated with one of the two families. Among those relationships:

Tolith Xyrxina, Podrick, Talbert	Related to & friends of the Whitegrass family
Happy, Hot Pie, Hemp	Friends of the Dragontear family
Gallfred Weasel, Greta Earwig, Morhul Rock	Related to (or friends of) the Leddy family
Ned Wimbly, Zanzorag, Gustalla the Red	Related to & friends of the Vintner family

Because this is a wedding of the nobility, everyone is unarmed but clad in their finest peasant garb. Except, of course, for *Happy* the Jester, who is able to keep his dart for purposes of hijinks. And *Gallfred Weasel*, who was able to bring his crutches and his sling.



The presiding cleric is *Father Mystery*, a priest of *Araril the Scribe of Omens* and as such he wears a hood that obscures his features. He's also, of course, wearing his dark blue formal robes. His sermon is powerful and insightful, in which he associates the power of love both with chaos, but also law (when bound by the strictures of Law). There are some vows, then he blesses two goblets of wine. *Nalla* and *Hort* each drink. Everyone cheers!

The Inevitable Disaster

Then, problems start. *Nalla* coughs and drops her goblet. Creatures like ants swarm up from holes in the ground. *Farmer Toto's* head is caught in the mandibles of one of the creatures, and snips it off. Another of the creatures leaps upon the groom and cuts his head clean off, in spite of the pathetic efforts of *Father Mystery* to beat it off. The scene quickly becomes one of blood, chaos, and rampaging giant ants.

Hemp the Weaver knocks over chairs as he goes for the gift table, hoping to find something useful as a weapon. He picks up a longbow! His birth sign is the Hawkeye, he has a bonus on ranged damage rolls! *Happy* the Jester flings his dart! He shoots and scores! And *Hot Pie* wades in wielding the wreckage of a chair as a club. He strikes an ant over and over again, until it moves no more. He is covered in ichor, but it smells like victory.

Ned Wimbley and *Gustalla the Red* disperse into the area to find items that could be used as deadly weapons. *Zanzorag* fixes upon bottles of wine and knives that can be thrown, while Ned examines the instruments left behind by the fleeing musicians. Gustalla, in contrast, finds a big-ass candelabra (1d6 weapon!). Zanzorag hefts a knife and throws it clean through an ant's eye, killing the creature instantly. For his deed, Zanzorag gains 1 temporary Luck point. Sadly, his knife does not become a [lucky item](#).

Greta Earwig crushes an ant through its thorax, *Gallfred Weasel* lands a sling bullet right into an ant's throat (killing it by choking, oddly enough). *Morhul Rock* examines the table where the guests sign in. He has INT 5, so he picks up the guest book to use as a weapon later on.

Mordecai the Gravedigger is resigned to the fact that he is going to have a lot of work to do, because so many people are dying today. He picks up a fancy dagger from the presents table, then calls out to *Isac Sköld*, "Hey, rutabaga! Come over here and get a weapon before you die!" Isac does so.

Krozan Smeltbane realizes that he can't fight well, but he is able to outweasel even a guy with incurable weasELITIS. He shoves the aging, balding elf *Geoffrey* into the fight, yelling, "Hey! Baldy! You're an NPC, go and fight for us!" Then he shoves his way past Geoffrey to pick up a candelabra.

Geoffrey sputters, "You are very rude, young man!" His sense of propriety is offended, in no small part because he is the oldest elf anyone has ever seen around here.

Tolith Xyrxina has pretensions of being a sage. She knows a lot about ant-people. She knows they use scents to mark things, and a powerful sulfurous acid to attack. They usually live in big ant-hives with an ant-queen. She urges her servant *Talbert* to do something! Talbert picks up a big serving fork. Meanwhile, *Podrick* holds a chair defensively (which gives him +1 AC).

Then the ants attack. They can decapitate on a roll of 19-20, but they don't need that to kill Greta Earwig. They do decapitate Hot Pie the Baker! But against all expectations, Podrick survives!

Krozan Smeltbane manages to evade an acid blast, leaving him rather glad for his good fortune.

Pike the Butcher seizes a chair and rushes to Podrick's aid. His tactical hopes are limited, because his tactical senses are not good. But Podrick is surrounded, and something must be done! He makes a very lucky hit, and kills an ant! And *Hammer Thyme* realizes that the banners around the edges of the clearing are held to the ground on shafts very much like spears. He attempts to lever one out of the ground only to find that someone very strong (the much-mourned Greta Earwig, perhaps) originally stuck it into the ground.

Hemp fires an arrow into the melee, hitting exactly nothing. Which is really the best possible outcome. Meanwhile, Happy the Jester recovers his dart and flings it at the ant that killed Hot Pie. He delivers a wound serious enough that the ant notices. Mostly. He's pretty sure of it. Then Zanzorag the drunken dockworker lunges forward with a burning candelabra (technically, it's the *candles* that are burning, not the candelabra) and delivers even more discouragement to the ant. Finally, Ned Wimbley flings a single cymbal and kills the creature.

Off in the distance, Zanzorag picks up the hammer used to open beer barrels and clobbers an ant. He is such a badass!

Krozan stomps into the center aisle and swings at an ant with his candelabra. The ant staggers from the hit, and distracts it enough that Isac is able to come in with a lucky strike and kill the creature, separating its head from its thorax with his fancy knife. He can smell a garlicky smell as the thing dies. He fears that the ant has marked him for death.

Podrick continues to bravely fight against an ant.

Meanwhile, Talbert and Tolith run over to check on Nalla. She is still alive, but fading in and out of consciousness. She moans, "Oh, my sweet Hort!"

Few folk even notice when an ant carves its way through Isac Sköld. Except for Pike the Butcher, who is so upset that he misses with a chair sweep.

Happy the Jester, confident that the others will finish the last ant, heads to the gift table to look for items of value. He finds a nice gem worth 15 gp. He also finds a nice bottle of *Brandolyn Red* wine – which apparently has quite a long and involved history.

And Hemp the Weaver manages to shoot the ant dead, right through one compound eye and out the other, proving that Happy's confident is totally justified.

At this point, the rest of the ants are dispersed, as are most of the other guests.

This Was an Attack! We Must Avenge Our Honor!

Doctor Arnandus Farello comes over to examine Nalla. He opines, "This is very strange, she might have been poisoned!"

It is legitimately difficult for the characters to hear what the Doctor is saying because *Frezzo Leddy* is running around screaming, "His head! His head has been taken! For the love of Joffa, these things took my brother's head!"

Off to the side, *Wichaela Leddy* compliments Zanzorag for his bravery in stepping forward and attacking the ants. He claims that his bravery is only due to his dwarven heritage, his gratitude to the Vintner family, and so on.

In the center of everything, the aggrieved father *Hedrik Leddy* is yelling at *Lotrin Whitegrass*. He's upset because the marriage was all Lotrin's doing (or so he claims), and now his son is dead.

Meanwhile, Ned Wimbley walks in and describes how the Vintner Family and their cursed Brandolyn Red wine are deeply linked to the giant ant people. He suggests that it was that vintage that spilled to the ground, and that was what caused the ants to manifest and kill everyone. He suggests that the best thing to do would be to go to the vineyard and look for Hort's head. None of this helps anything as Hedrik Leddy and Loramund Whitegrass fall to racist accusations and fists. In the middle of it all, Frezzo Leddy fixes upon Gallfred Weasel and insists that if he cares anything about Leddy family honor, he

should go and recover Hort's head. Gallfred is all in favor, as long as Frezzo lays a couple of coins on him. "You got to have some sympathy for a guy with terminal weasELITIS."

Father Mystery approaches the brave Podrick, who has the distinction of being the only character who was wounded but not killed. He *lays on hands*, which cures the wound but leaves Podrick emotionally disturbed because the magical effect looked like his flesh was knitting itself together like a puzzle.

Talbert realizes that the groom's goblet did not fall, and still contains a little bit of wine. He sniffs, and detects nothing amiss. He drinks, and finds that *Brandolyn Red* is the most succulent wine he has ever tasted. It tastes of rich berries, chocolate, and endless sorrow. It's so good, he ends up with 3 bonus Hit Points.

Elven Mourning

Hemp and Happy realize that the elf Lotrin is despondent. He cries a single, milky tear of pure grief. They approach, confident that a higher power wants them to help him. Hemp asks, "How can we make this right?"

"I don't know. I would offer a payment for the return of Hort's head, or any other remains. And, of course, I would provide a reward for any bottles of *Brandolyn Red* that you can find. It was only made for a single year, 150 years ago! It is a very rare vintage, with special significance to me."

"What other remains do you seek?"

"You know, if you find any... bodies... that I might want to see. I cannot say any more. But I will pay twice the going rate for bottles of *Brandolyn Red*."

Hemp and Happy agree to go look, once they can assemble a party. They're pretty sure that this is all above the board, even though both they and Mordecai know that there are stories about an ancient demon-worshipping elf guy in the area who really likes collecting corpses and parts of corpses. Hemp is with Mordecai in that the idea of summoning demons isn't a good idea. Though Hemp does argue, "I don't know why, but I think the gods want us to help him."

In the end, all three of them are pretty sure that they should favor the Whitegrass family, in spite of the overall problems with elf wickedness. Besides, everything is relative – what is normal for an elf might look wicked to a human.

Exploring Longbow Vineyards

The characters collect their goods (and, in some cases, loot their own dead) and head to Longbow Vineyards. Everyone is amazed when Podrick comes back with a long sword and a steel helmet. Along the way, the elf sage Tolith Xyrxina recommends that the characters smear themselves with ant remains to allay the creatures' suspicions. Most of the group are skeptical of this advice, but Tolith simply orders the servant Tolbert to do it. And Morhul Rock isn't bright enough to realize that Tolith might not know what she's talking about, so he does it too.

The characters travel south, towards the Longbow Vineyard. Farther from Weebrook the trails become rough and overgrown. The fields around the abandoned vineyards are dark and tangled. Paths through are difficult to follow and hard going. The characters come to a branch in the trail and choose the rightmost path. Podrick is in the lead. He assures the others, "I don't see any ant-holes."

Nobody knows much about the outdoors, so that's as much as any of the group knows.

Ned Wimbley notes that the Longbow Vineyard is abandoned because Gage (the patriarch) fell into reclusive despair when Brandolyn (his wife, and namesake of the wine) drowned in a pond. He assures the others that even though the Vintner family has fallen into poverty, the ghost of Brandolyn is surely not haunting the vineyard. Even though the *Brandolyn Red* was made in the year that Brandolyn died. And it's also possible that Gage used a magical ingredient in making the wine. Oh, and two hundred years ago there was a great battle on this location between giant ants and longbowmen, which is also not a reason for the place to be haunted. And at this point, Gage is long dead so he's not going to provide any useful information. Though he might also be haunting the place.

Much more relevant, Ned Wimbley doesn't know how to navigate through the old vineyards. All he knows about is beekeeping. He thinks the family intends to rebuild its fortunes by making mead. Which is very interesting, but *also* has nothing to do with finding dangerous ants in an abandoned vineyard.

Zanzorag convinces the other three dwarfs in the group that they need to be able to look over the tangled grapevines. He's got PERS 4, so it's amazing that he's able to convince anyone of anything – but Morhul Rock has INT 5 and is willing to go along with anything. Nobody knows why Krozan and Hammer Thyme agree. Dwarfs are quite inscrutable, after all. The pyramid works, and lets them spot a large statue to the southwest. And the winery buildings are to the southeast. And there is another building due east that looks very much like a tomb. The statue is closest, then the winery structures, and then the tomb.

As a stonemason, Krozan Smeltbane is able to tell that the tomb is made of stone. Morhul Rock is enthusiastic to learn this. Krozan is amazed to find out that Morhul doesn't actually know Dwarven. "How do you not know Dwarven? You're a dwarf!" Morhul notes that it was very hard.

The Statue

The characters come close to the statue and find that it is of [Findire of the Staff](#), a well-known nature deity. He is depicted with a beard and a staff with a crosspiece. Tolith knows a lot about Findire, because of course she does. Those elves, such know-it-alls.

Mordecai also recognizes the statue, but doesn't say anything because he sees how Tolith attracts derision because she is educated.

Hemp uses his knife to cut some of the vines away from the statue. Krozan Smeltbane examines the structure of the statue. He doesn't learn anything of real interest. Happy asks, "What do you get when you have a room full of dwarfish cheerleaders?"

Nobody knows.

“A full set of teeth!”

The dwarfs do not laugh.

Happy explains, “When you’re dealing with dwarfs, the jokes just write themselves!”

Brandolyn’s Pond

The characters turn about and try another pathway. They find a path to a pond – maybe even the same pond that Brandolyn drowned herself in!

The water in the pond is foul and stagnant, stinking like a cancer in front of the characters. There are several irrigation trenches, all of them blocked by debris and detritus. An occasional bubble of foul gas comes to the surface. There is something shiny visible at the bottom.

Gustalla the Red is a dockworker, so she knows how to swim. She also knows what can be found in the water, so she uses a pole to jab into the pond for anything... funny. Hammer Thyme has a spear, so he helps – but as a stonemason he’s not that used to retrieving things from under water. Between the two of them, they manage to retrieve the upper half of a corpse, wearing a helmet. The corpse is also wearing a semi-usable set of hide armor. But there is a problem – an undead alligator is chewing on it.

Hammer Thyme gives a warning shriek.

Podrick slashes at the creature. Gustalla the Red smacks it with a pole. Morhul almost loses his balance, but doesn’t actually fall into the water. And a little distance away, Happy loses his footing when throwing his dart and falls to the ground. The zombigator responds by snapping at Gustalla, who screams like a non-dockworker girl. And Krozan Smeltbane smacks the zombigator with his candelabra, which doesn’t impress the creature at all.

The zombigator lashes out again, and kills Gustalla. A moment later, Podrick jabs the thing in the eye and cuts it open, ripping its head apart.

Gallfred Weasel tells the others, “This man was surely killed by the zombigator.” He doesn’t attach any credibility to the idea that the extravagant dagger with the Leddy family crest on it (15 gp) might have had anything to do with it, because he claims the dagger. The others are all about figuring out who can wear pond-saturated hide armor and helm. There is general agreement that Podrick is the best recipient, considering that he actually killed the creature. And is the only member of the group trained to use armor. And Hammer Thyme puts on the [helmet](#) (which, it turns out, helps against critical hits at the cost of perception and personality).

Happy is more than willing to accuse Gallfred Weasel (who is distantly related to the Leddy family) might know something about the murder of some guy in an abandoned vineyard. Gallfred notes that he is a guild beggar, and thus unlikely to know any Leddy family secrets. Besides, he observes that he has an extravagant dagger and Happy’s only dart is stuck in the side of a dead zombigator. Happy decides he’s willing to drop the issue, but only after he fails to recruit Ned Wimbley to his cause. For a jester, Happy has a surprisingly wide murderous streak.

The Vintner Family Mausoleum

The characters move further south, to a rough clearing with two dilapidated winery buildings. One of the buildings seems very likely to have a screaming face over it, so the characters vote to go to the other one. And that's why Tolith the elf says, "We're going to the mausoleum instead."

Happy is devoted to the project of remaining behind Gallfred Weasel, who is equally devoted to the project of not letting Happy stand behind him.

The old Vintner family mausoleum is an aged stone structure that clearly hasn't been visited in years. Vines grow thickly upon the walls. Happy turns to Ned Wimby and comments, "Nice font."

The stonemasons all agree that the best way to get inside is through the door. Average stonemason INT is not very good.

Old Man Fish climbs up on top of the mausoleum. Hemp helps him up. Old Man Fish is able to see a strange, volcano-like structure to the south. Could be an ant hill?

Krozan Smeltbane clears enough vines from the door to allow it to open. There are four sealed crypts inside, two against each wall:

1. Brandolyn Vintner. Her crypt is covered in frost.
2. Gage Vintner, dedicated winemaker and husband
3. Heinrich Vintner, slayer of the ant-man horde, hero of Weebrook
4. Marguerite Vintner, wife of Heinrich, beauty beyond parallel

Happy (who is related to the Vintners) addresses Brandolyn. In response, a message is scratched into the frost, "Reunite us!"

"With your husband?"

Nothing more appears.

Everyone speculates that Gage's body may not be inside his sarcophagus. Krozan has a hammer and spike, and uses it to open up the crypt. He finds that it is empty, and that the bottom has been tunneled into from below. He tells the others, "The ants took his body."

Gallfred Weasel suggests, "Well, I guess that means we need to genocide the ants."

Krozan looks at the tunnel and confirms that it was excavated by a creature. Reasonably, by giant ants. It seems to be about fifteen feet deep. The characters tie off a rope to make climbing easier. They decide that entering the tunnel network is the best plan ever, and move on ahead with Podrick in the lead.

Pike Is Slain by an Ant Patrol

The characters move down the ant tunnels. They find the upper half of a long-dead humanoid body – but the legs are nowhere to be found. The body is wearing leather armor, carries a short sword, and a

pouch marked with the Whitegrass family crest that contains thieves' tools and 5 gp. It seems likely that the body was female. Tolith Xyrxina thinks that the body was human. Happy suggests, "Human, but *paid* by the Whitegrass family!" Nobody can say anything to that.

Old Man Fish claims the short sword. Mordecai has no qualms about wearing dead woman's clothing (or armor), so he takes the leather armor.

The group moves forward to an open area where several giant ants have set up a defense. The characters face five ant-man soldiers. Podrick and Tolbert both charge! Podrick chops one's head clean in half, but Tolbert overcorrects and his target is able to scuttle back. Morhul Rock follows them up, getting a glancing hit – and Gallfred Weasel follows up with a sling bullet that kills a second ant. Pike and Hammer Thyme charge with cleaver and spear. Pike isn't so skillful, but Hammer Thyme impales one.

And then Pike takes an ant bite and dies. Happy notes, "At least he died doing what he loved – being torn apart by giant insects."

Krozan swiftly avenges Pike's death by stabbing the ant through and through with his candelabra. And everyone gangs up and clobbers the last ant to death.

We Didn't Even Know We Had an Orc Problem

The group moves on as stealthily as they can. Which really isn't very stealthy. They find a four-way intersection, and then into a cocoon room. There are eight cocoons, each made of a waxy material and containing something vaguely humanoid in shape.

Ned Wimbley notes, "I'm a beekeeper, I'm totally trained to understand how to extract things from waxy cocoons like this safely! Cutting is the fastest way, but if we were to melt the wax down later we could make ant-candles from it."

There are desiccated bodies inside. Mostly orcs.

Apparently, the ants have been eating enough orcs that the characters haven't even been aware that there is a local orc problem.

The characters move on.

The Madness of Frezzo

With a mixture of caution, tension, and fear the characters find the chamber of the ant queen. The chamber is full of activity, drones rushing about – but it is clear that the queen has suffered a terrible fate. Her head is missing. The drones are desperately freeing ant pupae from cocoons and attempting to use them to heal their queen. They have no interest in the characters at all.

The characters move on into another chamber, a chamber occupied by an awful abomination assembled from severed body parts taken from many people and creatures. The characters are able to see the ant-

queen's head, and Hort Leddy's head. It has no working eyes, but still seems aware of the characters' presence.

And then, the maddened Frezzo Leddy comes out from behind the *corpse-harvester*, his eyes glassy and deranged. He still wears tattered wedding attire. "Here! Here, great Sammy Hagar! Here are the souls I promised you for the death of my brother Hort!"

Mordecai is more worried about whether he recognizes the name Frezzo used. He knows that *Samhain the Corpse-Harvester* is a parasite god who lives in the deep caverns, agglomerating corpse parts into its own mass and tearing the boundaries between the living and the dead.

Krozan yells out, "You damn fool! What have you done!" He charges Frezzo with his candelabra.

Samhain the Corpse-Harvester ignores Morhul Rock's attack. Instead, it simply *charms* him. And with his INT of 5, he doesn't have another chance to resist for a month. This upsets Ned Wimbley a lot. He throws his cymbal at Samhain, but misses and hits a rock instead. The cymbal is broken.

The clearly-enthralled Frezzo attacks Zanzorag with a short sword and kills him instantly. Samhain shudders and brings forth the reanimated corpse-puppet body of *Gage Vintner*, who attacks Tolith. Tolith slashes it with a dagger as Talbert swings wildly to protect his master. Gage reels back, bleeding strange vegetable ichor.

Hammer Thyme takes out a flask of oil and flings it at Samhain. The liquid splashes across the grotesque fleshy mass. And Old Man Pike flings his torch to ignite it. Samhain surges and engulfs the flame, suffocating it. But that creates an opening for Hemp to stab it with a short sword – which hurts it badly.

Happy simply hides. He's hoping to set himself up to stab someone in the back. Ideally Frezzo or Gage, but he's not picky.

Mordecai flings a fancy dagger at Samhain. The blade bites deep, and horrible fluids gush out. Krozan stabs the creature as well, then falls into a deep state of *charm*. Which he will be in for a while, in only three days. And Samhain attempts to squash Podrick, who survives thanks to his new armor.

Ned Wimbley flings a lit candelabra at Samhain. The monster is again ignited, and it dies in a flaming mass of nastiness and horror! This frees everyone from mind control, including Frezzo who is overcome with regret for killing his own brother. Old Man Fish doesn't trust Frezzo at all, and ties him up with his own belt. Frezzo doesn't resist.

Gallfred Weasel uses his grappling hook to pull Hort Vintner's body clear of the flames. His previous experience as a Guild Beggar has taught him to avoid the torches of angry villagers – an experience that translates directly to the current situation.

Happy attempts to do the same, but to rescue the head of the ant queen. He almost burns to death in the process, but he is eventually successful. He resolves to try and use it to become King of the Ants, or at least to mollify the ant-person hive.

Meanwhile, the remains of Samhain are burning like a tire fire – it's time to clear out.

Mordecai collected a mithril chain from the wedding long ago. He uses it to wrap up Gage Vintner's body so it can be dragged. As he does, the seeds that had adorned his body start to swarm. They move slower than a human, so easy to escape from. Everyone runs. Except for Podrick, who has a flask of oil and uses it to burn most of the components of the seed swarm.

Escape from the Hive

The characters escape through the same path they originally followed to enter the ant hive. They climb back up in to the mausoleum. There are still a lot of stonemasons in the group, so they're easily able to cover over the hole in the bottom of Gage's sarcophagus and return his bones to their proper place. Though there is some measure of argument on how union rules should apply. But when they are done, there is no change in the sarcophagus, and Brandolyn again asks, "REUNITE US".

And then Mordecai says that the bones should be put into the wife's crypt. It's not clear this is a good idea, but Ned Wimbley decides to open up her crypt anyway. He finds that the crypt includes her remains, except that her head is missing and her neck bones appear crushed. He puts Gage's body inside, but again nothing really changes. Everyone concludes that they need to locate Brandolyn's head, which is surely located in the winery.

The Cursed Winery



The interior of the winery is dilapidated and ruined, except for the massive stone wheel of the wine press. It remains untouched by debris – though it is covered with red liquid and has been painted with the face of an anguished woman. The characters look around for a moment, then things start to happen. The painted face on the stone opens its eyes, examines the characters, and screams. All doors and windows in the building slam shut. And half of the characters are afflicted by magical *fright*. She focuses her attention upon Gallfred Weasel, because he bears Leddy family blood.

Oh yes, and Brandolyn conjures an animated *tool swarm* to attack the characters.

Gallfred Weasel hides. He feels the icy, ethereal fingers reaching for him.

Morhul tries attacking the wine press. This has much less effect than he might have hoped.

Then the tool swarm attacks. Morhul immediately dies.

Hemp looks into the wine press for Brandolyn's skull. He finds a few skull fragments, but mostly it's only red liquid. He pleads with Brandolyn, but she doesn't listen to him. Even though he told her to calm down, because that always helps when women are upset. It's obvious that the secret ingredient of *Brandolyn Red* was... Brandolyn's head.

Happy has a bottle of *Brandolyn Red*, and he reflects upon his options to take it over to the crypt. They aren't good – a high STR check to force a door, or a lot of damage to break open a door. But instead, he tries breaking the millstone. Sadly, that's not his primary competency. Hemp helps out, and does a bit better.

Tolith tries to talk some sense into Brandolyn's ghost. She apologizes for the old misdeeds of the Whitegrass family and says she only wants to reunite her with Gage. Brandolyn's ghost forms and utters, "Lotrin? Have you come to rejoin me?" All of the levitating tools pause for a moment. Podrick and Talbert use the pause to smash the wheel, preventing it from moving.

Hammer Thyme goes straight for the door. He breaks it through, giving everyone a path for escape. As Tolith leaves she hears Brandolyn's ghost mourning, "Lotrin! Where are you going?" Mordecai goes back to the crypt, where he and Ned Wimbly recover Brandolyn's bones so they can take them back to Lotrin.

Back in Town

The characters return the depressed, possibly suicidal Frezzo to his family. Lotrin pays the group 60 gp for Brandolyn's bones and 30 gp for the bottle of *Brandolyn Red* they recovered from the wedding party. Happy takes a cut from the wine, leaving 7 gp, 27 cp for each character. Both Hemp and Happy feel a great weight lifted from their souls when Brandolyn's remains are reunited with Lotrin.

And, at some point, Frezzo manages to get his hands on a corkscrew and kill himself.

The End of the Session

The characters have all survived zero-level. Each player can advance one character to 1st level. Each character gains a single temporary luck point, and 13 points to advance their stats. Some initial class choices:

Gallfred Weasel	Thief
Ned Wimbly	Wizard
Old Man Fish	Thief
Podrick	Warrior
Mordecai	Wizard
Hemp	Ranger