

DCC: World of Iriolis

Our Group

| Player | Character | Description | Class |
|---------|-----------------|--------------|---------|
| Bruce | Gallfred Weasel | Guild Beggar | Thief |
| Chris | Old Man Fish | Locksmith | Ranger |
| Ernest | Hemp | Weaver | Warrior |
| Matt | Mordecai | Gravedigger | Wizard |
| Patrick | Podrick | Squire | Warrior |
| Tim | Ned Wimbley | Beekeeper | Wizard |

Paul is looking very attentively at something off-screen while *Chris* deals with something IT related. Neither of them appear to be aware of the *real* problem, which is that *Tim* has been replaced by a large miniature with a lot of tentacles and spines. Plus a shield. *Bruce* notes that the real importance of this transformation is that someone gave the miniature a shield. Who would do that?

Matt tells everyone else that he is putting on regular shoes to leave the gym. Implying that he owns at least *two* pairs of shoes. Well lah-di-dah!

Patrick confesses that he is unable to connect to the local internet. Which might mean that both he and *Chris* will vanish for some amount of time. Hopefully not a *long* amount of time. It turns out to be a short enough amount of time for *Matt* to get home, but not so much time that *Ernest* is able to return from getting food (or so he says) “Little Mama’s”.

Ned Gets Strange

Ned Wimbley decides that he would like to gain *Palimdybis* (the Crawling Tentacle) as a sorcerous patron, and that the simplest answer to that problem is to chuck a half-baker’s dozen of tentacle potions. After this experience:

- **Earthen Complexion.** His skin had already taken on a subtle gray hue, resembling the color of weathered stone (this is merely a cosmetic change). Now the gray color intensifies, and his skin gains a rough bristly worm-like texture. This change is noticeable, but it doesn't affect his functionality.
- **Tentacular Appendages.** When he casts spells, small wormlike tentacles emerge momentarily from his skin.
- **Visage of the Abyss.** The whites of his eyes turn a raincloud-gray color. His pupils and irises vanish completely.
- **Dirt Diet.** He develops a taste for eating earth and stones, though he can still eat regular foods.
- **Oviparous Transformation.** He sometimes feels a strange warmth in his abdomen. When he does, he grows a ring of wriggling tentacles around his stomach.

- **Groundswell Companion.** Small earthen creatures appear briefly around the caster after casting a spell, like miniature golems. The earth creatures become semi-permanent companions, appearing at random times during the day. They are friendly but can be bothersome.

He then casts *patron bond* and Palimdybis recognizes him as an important ally. He gains the ability (for the moment) to cast the spell *arms of Palimdybis*.

It is very clear that Ned isn't going to be settling down for traditional family life any time soon.

In The Bay

The characters' small stolen boat is moored to a small island in the bay near the mostly-depopulated town of Kingspire, a place that has fallen victim to a cult that worships the *Elder Kith*. Nobody comments upon the fact that *Ned Wimbley* has reappeared, as if from nowhere. Even the characters' temporary companions *Morgan* (a cooper's daughter from Weebrook whom the do-gooder faction of the party rescued from being sacrificed) and *Catrain* (a short, bow-legged, light-skinned swamp fisherman with bright red hair from Kingspire who speaks in such a low voice that is quite difficult to understand).

Gallfred Weasel tries fishing. He gets engulfed in a swarm of flies and gnats, loses 3 STA, and becomes infected with *intense weakness* and loses 1 STR (Old Man Fish cures him with magic later on).

Podrick also tries fishing. He manages to reel in a vicious fish. It attacks him, and inflicts 1 STR as a bleeding wound.

The obvious lesson for everyone: don't fish. For the love of God, don't fish!

Arms of Palimdybis

The arms of Palimdybis spell is cast by servants of the evil pit-beast, who hold tentacles and chant an obscene rite to summon forth phantasmal arms of the great beast. This spell can be cast by multiple cultists working together. Each cultist contributes a number of dice to the check, and the collective check result against the table below determines the result.

Level: 1

Range: 50'

Duration: Ongoing with concentration

Casting time: 1 round

Save: None

Manifestation Creates a shadowy manifestation of an evil-looking tentacle coated in barbs, hooks, suckers, eyes, and toothy mouths. The shadow-tentacle appears at any point within 50'. If the concentration of the casters is interrupted, a new spell check is required. This spell has little value outside of the presence of the great pit-beast. It always causes corruption, already expressed in the faceless, mutated forms of the cultists.

1-11 Spell fails.

12-23 The caster(s) summon one shadow-tentacle to a point within 50'. A dark spot appears on the ground, and a stout tentacle made of a dark shadowy mass roils forth. It can extend up to 50' from that point, and immediately attacks one creature each round, as directed by the caster(s). The tentacle attacks at +6 and does 1 point of temporary Str damage with every hit.

24-31 As above, but the tentacle is more powerful, and does 2 points of Str damage per strike. 32+ As above, and the tentacle is even more powerful, doing 3 points of Str damage per strike.

Old Man Fish went fishing yesterday, so he has some fish. He cooks them (which, oddly, doesn't result in disaster) and feeds everyone.

Hemp the Weaver is concerned about Elder Kith cultists from Kingspire following the characters, so he spends time on watch. He regards this as a good opportunity to flirt with Morgan, but contrary to his hopes he actually finds a cyclops sitting on the shore, staring down at a game board scratched into the ground. The creature has some improvised game pieces set out on the board. He tells Morgan to hide behind a rock, then steps over to greet the creature. "Hello, Mister Cyclops!"

The cyclops holds up a single large finger to him.

Hemp approaches. He sees that there is a second seat at the board, made from a rock with a flat top. He also recognizes the game as "Cyclopic Conquest". It is a strategy game, with each player deploying forces upon the board that are based upon ancient Cyclopean history and culture. The game is clearly under way, but there is no other player immediately visible.

At long last, the cyclops moves a piece onto a space marked with a flame symbol. He takes some stone bits from the side and places them onto his main citadel. The cyclops looks up at Hemp and says, "You may speak to me while my opponent thinks upon his move."

"Who is your opponent?"

"He is the ancient strategist Poe Noh."

Hemp asks, "What is your name?"

The cyclops pulls out a bag. He removes an eye from the bag, then swaps out his own eye for the one from the bag. He focuses upon Hemp. "You are human. You approach a cyclops and speak with no fear. Are you very brave, or very stupid?"

Hemp muses, "That's a good question. I thought that because you were engaging in an intellectual pursuit, you might be interested in intellectual conversation."

The cyclops looks around, confused. Where is this intellectual conversation, anyway? He answers Hemp, "I am Polyphemos."

"I am Hemp the Weaver. How long has your game been going on?"

"Every day. One day, I will be able to win. I have foreseen it." Polyphemos glares at the empty chair, as if someone had said something unkind. "We cyclops can see into the invisible and astral planes, we can see ghosts and spirits that are invisible to mortals."

"That's very interesting. My comrades and I were hoping to visit an ancient sunken tower that will be uncovered soon. I imagine the place is full of ghosts. Do they bother you? Do they tell you secrets?"

"I hope you will be on your way soon. I have felt disturbances in the elemental planes since your arrival upon the island."

Hemp thinks about Ned's recent ritual practices. "Oh yes, sorry about that. We'll be away soon."

Polyphemos moves a piece upon the board, then switches out his eye again and goes back to concentrating on the board. It is clear that the conversation is over.

Hemp returns to the camp to tell the others. He reassures the others that Polyphemos is only dangerous once his game ends. Or he gets hungry. Or both.

Arriving at the Tower of the Black Pearl

The characters set out at sunset to look for the tower. They find it, but not before someone else does – when they reach the site of the eldritch tower, they can see that there is another boat already tied up, a dark longboat. Catrain thinks that the boat could hold at least three encounters' worth of people, plus additional random encounters.

The characters move their boat up towards the tower. This wakes up the drunk pirates up on top of the tower. They have daggers they can throw, and they'd really like to use the tower's crenellations for cover as they shoot down towards the characters.

Podrick is having none of that: he shoots up at the pirates, which makes them nervous but doesn't actually hurt anyone. Old Man Fish also shoots, and

Ned Wimbley summons up an *animal companion*, a giant soldier ant. This takes quite a while. Fortunately, it also has a range so he's (eventually) able to drop it on the top of the tower.



Ant, giant (soldier)

Init +2; Atk bite +6 melee (3d4+3); AC 18; HD 3d8+6; MV 50' or climb 50'; Act 1d20; SP 20% have poisoned stinger (+6 melee, dmg poison: DC 16 Fort save or 2d4 Stamina); SV Fort +7, Ref +3, Will -3; AL L.

Bear

HD: 4d10; Init: +4; AD: 1d20; ATTK: maul +6 (3d6); AC: 14; Move 30'; Fort: +5; Will: +0; Ref: +3

The pirates fling a barrage of arrows down at the characters. *Mordecai* takes a dagger and is terribly, terribly hurt. Gallfred is having nothing to do with this – he leaps to the tower and hides, fading out of view beneath the hanging seaweed, gargoyles, and whatnot on the wall. He is once again grateful that a Thief's *hide in shadows* skill has a weirdly supernatural element to it.

Mordecai is not pleased a bit by the sight of his own blood. He uses *gourd puppetry* to reanimate half of the dead pirate and send it to attack the living pirates in savage rage. The morale effects of this are dwarfed only by the practical impacts of ripping a pirate apart with undead claw and teeth. There are pumpkin seeds everywhere, and it is *very* creepy.

Ned Wimbley's ant appears from nowhere and turns another pirate into a smear. The man's severed head flies into the air and lands upon the deck of the characters' boat. It rolls like a gruesome soccer ball.

Old Man Fish realizes that Mordecai is on the edge of death. He heals him right back to flawless health.

The last pirate faces off against the gourd puppet and the giant ant, and doesn't even realize that Gallfred Weasel is there to stab him in his kidneys. Gallfred does his best to search the body for valuables before it hits the ground. He finds:

- 33 gp worth of jewelry (several pieces)

Gallfred pockets 10 gp of the jewelry and hands 23 gp worth over to the group. In fairness, some of the jewelry is attached to gourd puppets or rolling around on the boat deck – so hard for Gallfred to claim.

With the immediate opposition dealt with, the characters scale their way up. *Mordecai* brings up two bears, because one just isn't enough. Everyone else looks around the top of the tower and finds a partly-consumed keg of rum and the door into the tower. The tower door is mostly obscured by seaweed, and is sealed by magic as well – there is a flat stone with a glyph placed on top of it. Both Mordecai and Ned agree that the glyph is the mark of *Sezrekhan*, the wizard who once ruled over the Tower of the Black Pearl.

There is a lock next to the door. Gallfred tries to pick it, but it is badly corroded and he breaks his lockpicks off in it. So Mordecai just has his two summoned bears rip it apart. That takes ten minutes and creates a lot of noise. The characters see an iron ladder down into the candle-lit Hall of Mysteries.

The Hall of Mysteries

Gallfred sneaks his way down the ladder into the Hall of Mysteries, in spite of the fact that he is certain the hundreds of candles are not natural. They line the walls, and the flames sway with his every move. The walls are decorated with multiple stories of heroism and bravery. In the center of the room is an ancient tome on top of an onyx pedestal. Stairs lead down to the rest of the tower. He waves the rest of the group down, suggesting that the book people should look at the book.

Mordecai reads the book. It is written in Common and is just a registry of names. It is Podrick who realizes that the names are of nobles and knights and similar important people. All are written in the same hand. Gallfred looks and recognizes them as names of living heroes and other well-known people. Each of the names corresponds to one of the candles in the room. He tells Ned, who immediately snuffs out a candle... Or at least he tries to. Two withered hands of flame emerge from the candle and attack

him. He is burned. He backs away from the candle and apologizes, then looks for some healing. He does, however, gain a LUCK point for attempting to (randomly) snuff out the life of a Hero of Law.

Treacherous Stairs

Gallfred sneaks down the stairs. He finds that they are wooden, and have a seven-foot gap in them. He passes several small alcoves containing little figurines and fetishes (not *that* little – they’re a couple of feet tall) along the wall next to the stairs. The other characters are very interested in the figurines and proceed to mess with them, which causes all of them to animate. Gallfred holds his head in dismay. Of *course* messing with the figurines caused them to animate – this was the tower of a famous Lawful wizard, after all.

Gallfred *hides in shadow* against the wall. Against all expectation, he pretty much vanishes into the background. The nearest figurine completely ignores him.

Ned Wimbley simply flings himself across the tower to the stairs below the gap with *feather fall*. His leap is a thing of magical acrobatic beauty. Unfortunately, he lands upon a rotted-out section of stairs. Fortunately, his spell is powerful enough that he just flutters right down to the next flight of stairs completely unharmed.

Hemp takes a swing at a figurine with his slaver axe and botches the job. The only thing hurt by his attempt is his dignity. Podrick slashes at another one and is frustrated to see a figurine dodge out of the way. Old Man Fish attempts to trip a figurine with his javelin staff, hoping to send it off the stairs. He does manage to trip the thing. And then Gallfred comes out of nowhere to cut it from stem to stern, destroying it utterly.

Ned sends his ant at another figurine. The ant cuts it in half with its powerful mandibles. Mordecai’s bear destroys the last of them.

The characters make their way across the gap one way or another. Once Podrick makes it across, he’s able to anchor a rope strongly enough that even the gourd puppet is able to hand-over-hand its way across.

Chamber of Three Portals

The room at the base of the stairs features three carved mahogany arches. Each is carved in the likeness of a dragon – all are identical, except that each has different stones as eyes:

- SW emerald eyes
- NW pearl eyes
- NE missing stones

The arches are blocked with slabs of obsidian. An enormous eldritch sigil divides the room into three regions. It is clear that a fight has happened recently: the floor near the pearl archway is smeared with blood, and the body of a pirate (who might have fallen from the stairs) lies in the center of the room.

Ned Wimbley looks at the sigil and concludes that the arches are portals, teleportation magic. Going further will require understanding how to activate them.

Podrick searches the dead pirate. He collects the man's jewelry, which is worth 9 gp. Gallfred sees this, and whispers to him that he should just keep it: "Nobody saw that except us, and I'm not going to say anything." Podrick immediately tells the others that he found some jewelry. Gallfred rolls his eyes.

Mordecai thinks that opening the portals requires a blood sacrifice. He puts a bloody hand upon the sigil next to the pearl archway. It draws an attribute point from him and activates. He sends his gourd puppet and his bears through first.

There are five pirates on the other side of the portal. Gourd puppet and bears make swift work of two of them. Gallfred goes through and immediately hides like a ghost. Not like any of the pirates are paying any real attention. He sees that the chamber is different – mortared stonework changing to raw stone. The air is fresh and smells of salt. There is another eldritch sigil on the ground, matching the one on the tower side. The walls are decorated with carvings depicting the evolution of a human into a multi-headed dragon. To the north side of the chamber, stairs go downwards. And to the east side, there is a door.

While Gallfred takes in the sights, Ned's summoned ant comes through and obliterates another pirate. The last pirate flees.

Hemp the Weaver comes through and loots the dead pirates. They have jewelry. He wants to plant a piece on Gallfred so he can blame him for theft later on, except that he has no idea where Gallfred is.

- Jewelry worth 22 gp.

Ned Wimbley studies the iconography and decides that it depicts the transformation of the wizard Sezrekhan into a multi-headed dragon. Which is a threatening sort of thing to contemplate.

Charon the Ferryman, Plus Hostile Fetishes

Mordecai sends his bears down the stairs, followed at close remove by Hemp the Weaver and Podrick. They find a subterranean pool that extends out into the darkness, and a dock. A boat drifts towards the dock, piloted by a robed skeletal figure with two burning blue eyes.

Hemp fumbles through his pockets for appropriate coins for the ferryman when four animated fetishes clamber up onto the dock and step to the attack. Hemp shoots one then scrambles back behind the bears.

Ned sends his summoned ant to scurry around underneath the dock and up to engage a fetish. The creature scythes away at one fetish with its huge mandibles. And then the bears and Hemp the Weaver march in and make short work of the rest.

Hemp the Weaver offers a silver coin to the ferryman, who accepts it as payment. The others pay him and file onto the boat in dutiful order. The ferryman sets off from the dock. As he does, he flings all the

coins into the river. Gallfred Weasel *almost* leaps into the water to look for coins – but is mindful that the GM has hypothermia rule he wants to test out.

End of the Line

The boat cruises down the darkened underground river passage. The walls are covered in moss and algae. At one point the characters are able to see a rotted rope bridge crossing overhead. The characters see no signs of the pirate who ran away. After an interminable time, the boat arrives at a different dock flanked by flaming braziers. Beyond the dock is a mighty pair of iron doors carved with the heads of dragons.

The pirate leader and a half-dozen of his men stand in front of the doors. The leader is dressed in dandy fashion. He raises up his hand, “Hold! Before you attack, perhaps we can make a truce?” He introduces himself as *Savage Quenn*, and suggests that the characters might have heard of him by reputation.

The characters haven’t heard of him.

He doesn’t let that bother him. “I assure you that I am a well-known pirate! I suggest that we split all the treasure equally. I’ll even allow you to take first pick.”

Quenn points out that the gate is locked with a very clever lock. They have already found a series of tumblers hidden within one of the dragon heads. Gallfred verifies that the door isn’t obviously trapped, and then burns an insane amount of luck in picking the lock.

The Doors of Doom

The walls of the room beyond are discolored, as if they had been submerged. The floor is littered with skeletons. And the walls are studded with small, fist-sized holes. The room is obviously a trap. Oh, and the skeletal boatman has already left.

Gallfred finds massive water-powered pistons on the inside of the doors. He senses that there is a time limit rolling. Podrick tries holding one of the doors to give Gallfred more time. Gallfred tries twice to disable the pistons, then leaps free as the doors almost close on him. Both he and Podrick are almost bodily flung back against the pirates as the pistons slam the doors shut.

Gallfred tries again. This time, he’s able to lodge the doors closed. He goes through the room swiftly, and as he does the room starts to fill with water – but the water just flows out through the door. He spots an armored skeleton on the landing, impaled by a huge spear. As he approaches, he sees the spear slip back into the wall. He disables the spear trigger and picks the lock on the landing door (which, it turns out, was the trigger for the spear).

Hemp looks for valuables among the skeletons and finds nothing. He does claim the chainmail on the (formerly) impaled skeleton.

Everyone goes through the door and up the stairs into an unremarkable room. One end of the dilapidated rope bridge ends here. There is no other way out.

Sarcophagus of the Dragon

Mordecai tells Savage Quenn, "You guys take lead on the bridge." Quenn sends a pirate over with a safety rope. A rotted board breaks under the man's step, but he keeps his balance and makes it over. Quenn and the other pirates follow him. So risky!



The characters find the pirates clustered around a stone sarcophagus. The cover is decorated with a carved dragon resting upon a pile of skulls and bones. The air crackles with mysterious energy.

While Ned and Mordecai mess with the sarcophagus, Hemp talks to Savage Quenn about his motivations for entering the tower. Quenn notes that all of the locals know the stories of the Black Pearl – and Quenn is determined to make it his own.

Moving the sarcophagus cover takes four people. Podrick, Old Man Fish, and two pirates cooperate in the task. Ned Wimbley casts *magic shield* on Podrick as a precaution, which oddly has the side effect of causing wheat to grow around the sarcophagus and down along the underground river.

The moldering remains of a tall man lie in the sarcophagus. The body is clad in robes and wears a gold crown. Everything seems very obviously magical. The wisdom of disturbing the remains of an ancient wizard who ascended to a higher state remains quite questionable. So Old Man Fish uses his javelin point to move the crown off the body without affecting the rest of the remains. He recovers:

- Ancient Crown of Sezrekhan (50 gp and maybe magical)

Old Man Fish tries to persuade Savage Quenn that a pirate should take the robes. Savage Quenn directs a pirate to search for anything in them. The man pulls out:

- A pair of ruby gemstones (pirate loot; reclaimed later; 80 gp)

The suspicion is that these are the eyes from the other portal statue. The pirate is overjoyed, "These look more valuable than that crown!"

Then Ned has his ant pull the robes from the body. As it does, it starts to tremble, and then to smolder, and then to burst into fire. And vanish. The part of the robes the ant touched just ripped away instantly.

Hemp the Weaver (who went down a side corridor) reports that the door seems slightly flexible. Gallfred Weasel confirms that there is a secret door. He opens it to reveal a small room. The air in this room is thick with the scent of mold. Rotting crimson robes hang from hooks on the walls, and several dark vessels rest on a rickety shelf. A seemingly endless series of runes are carved into the floor, walls and ceiling, covering every inch of the room. Resting on the floor, in a shallow gold bowl, is a rusty knife with a long, curved blade.

Mordecai examines all of it and concludes that someone was performing rituals to ease their ways to the overworld, the underworld, and the numinous world. He thinks that Sezrekhan's organs are probably inside the vessels. He avoids touching any of them, but the pirates are happy to take the jars. Nothing seems to happen to them, at least not right away. Old Man Fish takes the gold bowl and the rusty knife.

- Golden bowl, 10 gp

The door on the far side leads back to the local portal chamber.

The Chamber of the Black Pearl



Back in the main portal chamber the characters replace the rubies into the dragon's head (over Savage Quenn's objections) and Old Man Fish provides 1 STR to power the portal. Both characters and pirates pass through into a long room. Most of it is submerged in water, except for a wide raised platform right before the pool of eels. At the far end is the statue of a dragon, with the Black Pearl held in its jaws. The statue is below the level of the water, which is held back

from it by magical force. Hundreds of dark shapes writhe in the water: eels! Eels by the hundreds!

Mordecai and Ned are discussing summoning things to fetch the pearl for them when Savage Quenn interrupts, "I don't think we want to wait on the necromancers to summon anything. I think we just need to kill you now."

Savage Quenn manages to get most of his speech out before Gallfred Weasel comes out of nowhere and stabs him, leaving him dazed and slowed. Mordecai hits a pirate with a *magic missile*, drawing life energy from another pirate to fuel the spell. And then the pirates counterattack! Gallfred, Podrick, and Old Man Fish all take really gruesome hits. Podrick counterattacks by shoving a pirate into the pool of eels, where the man is torn apart by hundreds and hundreds of tiny bites.

Ned Wimbley kills a pirate with *magic missile*, then has his *mystic twin* kill another one.

Hemp the Weaver hides behind the two wizards and shoots Savage Quenn through the arm and the torso, crippling him. Mordecai withers one pirate almost to death and uses the power to zap Savage Quenn with a slightly underwhelming *magic missile*.

This proves to be enough for Savage Quenn. He offers a surrender, "I may have been too hasty! I release you from needing to give up half the treasure, just let us leave alive! I'd prefer that you give us some time to get away from here before you take that pearl..."

Savage Quenn's speech is cut short by Ned Wimbley, who kills him with a *magic missile*. The last pirate (who has only 1 hp left anyway) is taken prisoner.

Savage Quenn was carrying:

- Chainmail
- Dagger
- Rapier with a black steel blade and a blood-red channel down the length of the blade. The hilt is made in the shape of a cat's head.

Recovering the Black Pearl

Mordecai animates a gourd puppet (or at least two limbs of one) and sends it across the pool of eels. It doesn't make it. It's torn apart by the eel swarm.

Mordecai animates a gourd puppet hand. Hemp the Weaver sticks an arrow shaft through it and ties a rope to it. He shoots the thing across to the statue, then Mordecai orders the hand to grab hold of the pearl. Then Hemp very quickly pulls the whole thing back with the pearl in hand (literally).

Escape!

The instant the Black Pearl leaves the dragon's mouth, the water level starts to rise. Everyone heads back to the portal as quickly as they can, and then up the stairs with a sense of speed. It seems very much like the entire tower is filling up with water.

On the way out, Hemp takes the two rubies from the dragon head. The others leave the other gems behind; nobody wants to drown.

As the characters reach the top of the tower, they find that the entire tower is starting to sink. There is a desperate rush to get everyone on board both the characters' skiff and the pirate longboat. As the tower sinks it creates a vortex that starts to pull the boats in. Ned Wimbley and Gallfred Weasel almost drown in the pirate longboat as they fail to row away, but Old Man Fish is able to get a rope to them and pull them to safety.

The Black Pearl's Mysteries

Mordecai studies the Black Pearl. It's mysteries allow him to wear armor and use weapons as a fighter, and gives him +1 to saving throws, AC, and attack rolls as an added bonus.

Savage Quenn's Rapier: Whisker

Hemp the Weaver recognizes that Savage Quenn's rapier is called Whisker, and it has been the weapon of choice for three generations of dashing pirate captains. It is a rapier +1. The sword has a pommel cast in the shape of a cat's head, with black steel blade, and a blood red channel that runs the length of the blade. The blade has a malevolent intelligence that urges its owner to acts of cruelty (Will DC 10 to resist). This Chaotic blade is a bane of men, causing bleeding wounds that deal 1 hp of damage each round after a successful attack, until magical healing is applied. The wielder can automatically speak the

thieves' cant and automatically makes any maritime skill checks using 1d24. When the blade is held unsheathed, it can allow locate object to be cast twice each day with a +4 spell check modifier. Anyone openly carrying the blade will attract the notice of authorities who will assume the wielder is a pirate; the blade's notoriety aids the wielder in intimidating sailors and seaside locals. A rapier does a base damage of 1d6 and costs 12 gp. A rapier's attack roll may be modified by Agility rather than Strength.

The Captive Pirate

The characters' captive is *Gith Twoorb*. He doesn't live, because Whisker drives Hemp the Weaver to stab him through. Old Man Fish is utterly shocked. Hemp's new alignment is Neutral -25%.

Hemp is also a little bit shocked by this situation. He decides that perhaps he would rather *not* carry around the pirate blade. He packs it back into the party treasury.

But at least the characters find jewelry on Gith Twoorb's body:

- Jewelry worth 9 gp.

Everyone gets a share of pirate jewelry worth 10 gp. Old Man Fish takes as his share the golden bowl and rusty sacrificial knife, because he wants to eat out of a golden bowl.

The End of the Session

Each character gains 9 XP. Hemp gains 1 LUCK because the gods of Chaos approve of his descent into evil. Mordecai gains 1 LUCK for getting the Black Pearl, but also suffers a -1 LUCK penalty for possessing a powerful magical item.

The characters decide that their next stop will be the town of Wymoor down the coast, because Podrick wants to visit the Chapter House of the Knights of Leshnia. They only have a skiff, so hugging the coastline seems like a good choice.

Gallfred would like to have a quest either to improve the effect of his *hide in shadows* skill or his *disguise* skill (to make either one even more supernatural). He's not sure of details quite yet.