

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 notes that an ultrasound on Anya didn't really find anything, except that there were no signs of inflamed bowels. That suggests that her periodic sickness issues are more likely an allergy issue than anything else. Maybe fancy rabbit-based food will help? *Chris* is skeptical and suggests that *Paul* should spend more money on the veterinary-industrial complex. *Bruce* has already done this for Kaylee and can speak without limit to their virtues... because they give him a discount for bringing in new customers. *Ernest* doesn't want to hear anything more about cat food, or what *Paul* wants *Bruce* to do with steaming piles of cat food.

Patrick sees zero upside in participating in this discussion.

Tim is on the road. We all wish him safe driving as he draws away from Salt Lake City. But then, in general, the more miles you can put between you and that place is better.

Matt is working hard to secure future employment. Again, we all wish the best for him.

And everyone is hoping the best for *Priscilla's* father, who is having gruesome problems with his fingers.

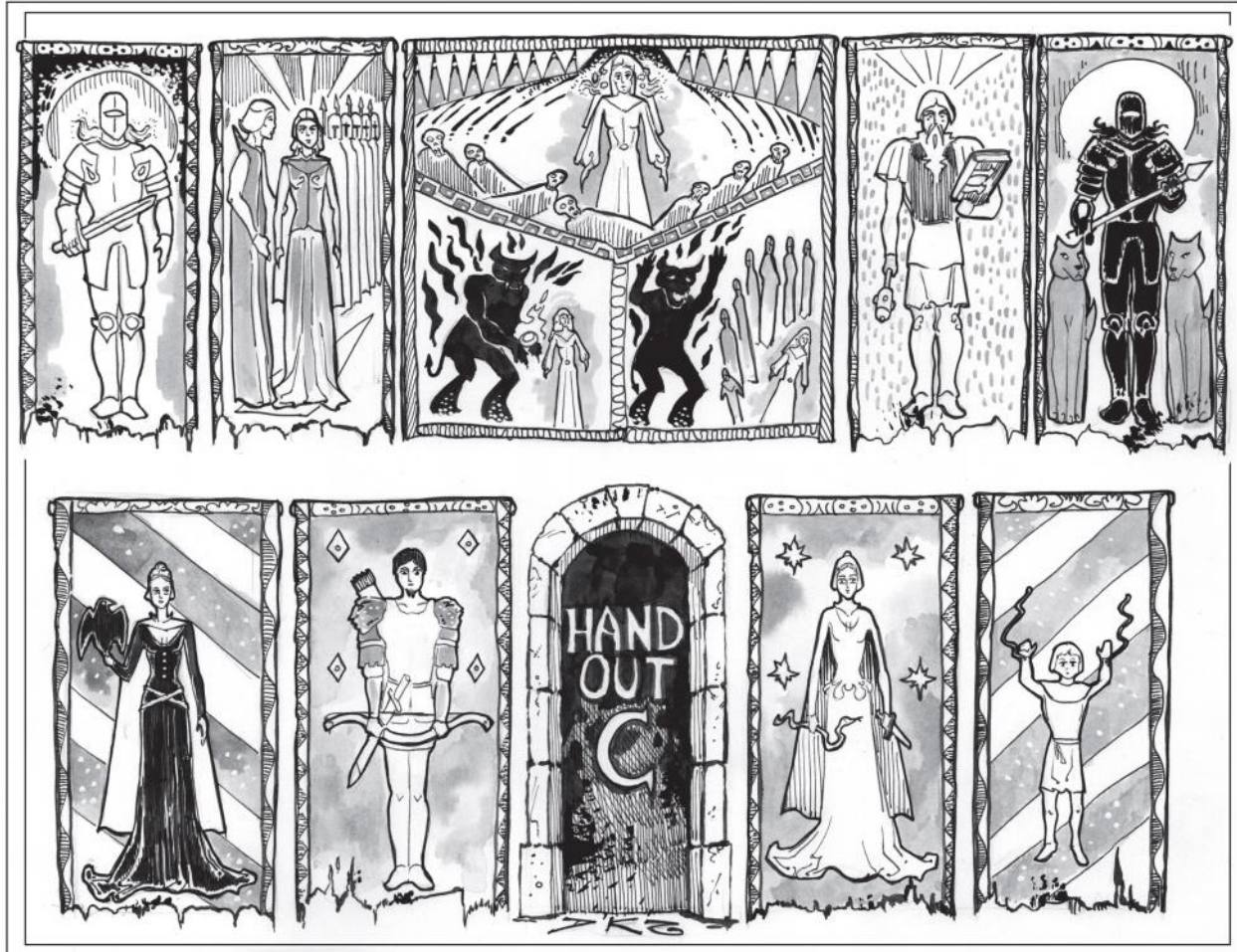
Just remember – drink the gravy, skip the chunks!

Let's Get Off This Bridge!

The characters are on the end of a truly awful bridge leading to the Black Manse. *Hemp* is coming to terms with his interesting new mask and his identity as *Lady Ursula*. The others have yet to truly encounter their new Leddy-family-oriented identities:

Gallfred	Mistress Kethe
Mordecai	Master Sabian
Hemp	Mistress Ursula
Old Man Fish	Master Jost
Podrick	Master Josef

Fortunately, *Podrick* has already managed to get the towering bronze doors open, by asking them to. In spite of this, *Gallfred Weasel* claims that he heroically picked the locks. Neither of them wants to dwell upon the design on the door – a female summoner surrounded by seven impaled bodies, watched over by a corpulent devil on top. *Mordecai* (in absentia) recognizes the devil figure as *Mammon*, the Lord of Greed.



The characters pass through the door into a darkened hall with an arched roof. The stained-glass windows emit flashes of lightning from the storms outside. Dark tapestries hang from the upper walls. And two curved stairways lead up to a balcony at the far end.

The characters investigate the tapestries and find that they memorialize various members of the Leddy family tree (mislabeled on the tapestries as “House Liis”). All of the tapestries are badly aged and decayed, except for a single tapestry at the end showing three scenes all featuring a woman in a white gown. She goes from being surrounded by seven corpses, to being offered a fiery ring by a demonic form made of black flames, and finally to disappearing into a crown (crowd?) of seven people, observed by the same (enraged) demonic form. It looks like *Lady Baethor* might have really put one over on a Demon Lord.

Gallfred Weasel goes to *Lady Kethe's* crow-themed tapestry and gently prods it with his tapestry-prodding dagger. He feels a warm feeling, as if being greeted by an old friend. *Hemp* has the same feeling when he touches *Lady Ursula's* tapestry, as does *Podrick* at *Master Josef's* tapestry (a tall dark-haired man armed with a bow). *Old Man Fish* is unwilling to embrace the tapestry of *Master Jost*, but when he does, he has the same feeling. Attempts to prod the wrong tapestry results in no special feelings.

Podrick investigates the main tapestry, the one with no visible damage. He feels nothing and finds no secret doors behind it.

Second Floor – Worse than the First?

The *Seneschal* had previously told the characters that their quarters are up on the second floor. The characters head towards them. They observe that the ancient balcony creaks with every step. The double doors at the center of the balcony are decorated with stylized vultures, done in peeling gold leaf.

Gallfred taps upon the doors. He is interested by the fact that the space behind doesn't seem hollow. Even more, the doors are bulging outward. The consensus is that opening them would be unwise. The characters go back downstairs and investigate the left-most door. Gallfred and his trap-finding dagger proclaim it to be free of traps. He opens it swiftly, revealing a corridor. The characters enter, heedless of the consequences. Podrick proudly and disdainfully strides down it to the room at the end.

The Dining Hall

Beyond the first corridor, there are more corridors... and eventually a set of double doors that Gallfred decides must be safe. Podrick flings them open to reveal a vaulted hall anchored in one end by a great stone fireplace and a wall of bronze plates. The hall is set for a grand feast, though the utensils and serving platters are draped with cobwebs.

The decorations are quite martial, a collection of sundered shields of various heraldries interspersed with paintings of devastated cities and great battles. Hemp notes that the fireplace is cold and dusty, clearly unused for years. He pokes around the back looking for secret doors but finds nothing.

Gallfred investigates the table settings. The bowls and such are disappointingly made of wood. The utensils are either wooden, or base metal (iron knives! Gad!) There is a throne able to seat a giant at the head of the tables. The throne, and the smaller chair to its left, are carved in a demonic Hellfire theme. The smaller (human scale) chair is hung with a lacy wedding veil, badly aged. Gallfred gently removes it from the chair and tucks it away for safekeeping.

Sitting Room of the Restless Dead

The characters exit to the left, expecting to find the kitchens. Instead, they find a sitting room furnished with fine pillows and settees. Three veiled women rise from the cushions with inhuman grace and move towards the characters. Old Man Fish decides that the women are not going to have anything good to contribute, so he shoots the one with the largest breasts with an arrow. Ahem.

The arrow goes wide, but this does draw the attention of all three Veiled Ladies.

Podrick cries out, “Stop! Stop! Can’t you see that people live here? It was all a misunderstanding!”

Hemp follows on this lead, “Yes, actual human women!”

Gallfred decides that this is absolutely the time to hide. He (magically) hides so successfully that everyone present actually forgets that he was even in the area.

The Veiled Ladies beckon to the characters, urging them to lower their weapons and join them in the bower. “Lower your weapons!

We have your masks! You could not attend the fete without your masks!” Each of them holds up a rosewood box, inscribed with the names of Kethe, Demut, and Sabian.

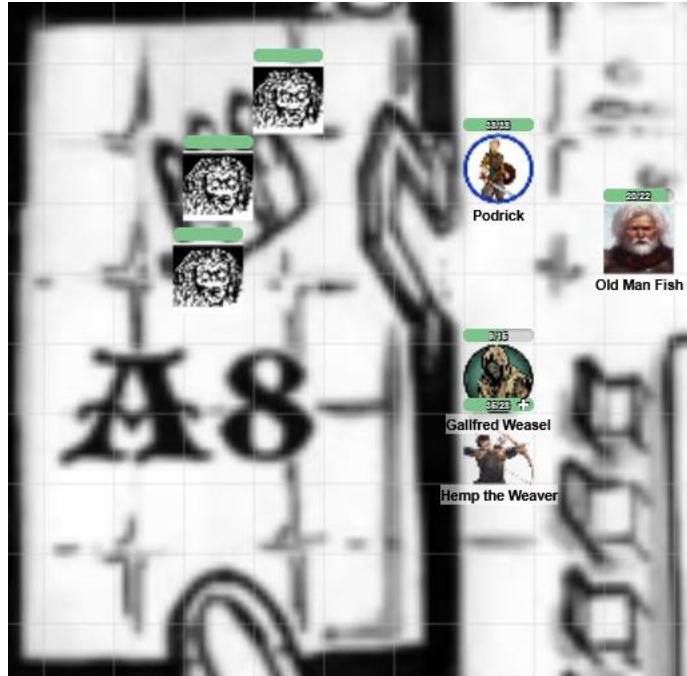
Old Man Fish decides that his life is almost at an end. He enters the bower. “Yeah, give me a box!” Podrick wants to do some lounging, so he follows suit. Old Man Fish accepts Sabian’s box from a lady. The Veiled Ladies urge Old Man Fish to remove his uncomfortable, constricting armor.

Hemp enters the bower and goes to the wardrobe. He is already wearing his mask, but he wishes to be dressed in velvet. As he walks in, he notices that there is a door hidden under layers of silk tapestry – but to him it is outlined in red.

Gallfred has a subtle plan – he sneaks up to quietly open the Kethe box, planning on taking the mask without alerting the Veiled Lady. He opens the box to reveal a mask decorated with iridescent black feathers and a black beak coated with blood. Also, there is a head inside. The head hisses and launches itself at Gallfred, attempting to fuse itself onto his spine. Gallfred responds badly to this development.

At the same time, the other two boxes fly open. Two more flying heads leap out and go for Old Man Fish and Podrick. It is about this time that the characters realize that the Veiled Ladies don’t actually have heads – their veils fall askew, revealing the empty stumps of their necks. And they also attack, grabbing hold of Gallfred and Podrick (the two characters are *held*, giving them -2 AC and -2 Reflex saves).

Old Man Fish steps up to Gallfred with his longsword, focused upon the head attempting to attach itself to the thief. He pierces the floating head’s brain (such as it is) with the point of his blade, causing it to explode like a pumpkin in *Brotherhood of the Wolf*. As an added bonus, this also puts an end to the corresponding body.



Podrick reverses *Ulftheonar's wolf spear* and stabs the body of the Veiled Lady grappling him. The body collapses, but the head continues on. He tells the others, "These are chaotic entities!" The others don't think this is quite as much of a revelation as Podrick thinks.

Gallfred returns to his comfort zone. He evaporates into the shadows.

A flying head starts the process of latching itself onto Podrick's neck. The surviving body grabs hold of Old Man Fish, attempting to help its head to connect to his spine. He drops his long sword and pulls out a sickle, which he uses to start chopping through the head. He finds that he has an extreme aversion to disembodied heads trying to graft themselves to him.

A moment later, Old Man Fish is no longer being restrained, as Hemp sets the Veiled Lady's body on fatal fire with the *blazefire bow*. And a moment after that, there is no longer a head at his throat as Gallfred stabs it through and ends it.

Old Man Fish observes that Podrick is still plagued by the last head. He slices with his sickle, but the creature dodges behind Podrick's own head and saves itself. Podrick flings it away from him, allowing Hemp to pin it to the wall with an arrow.

Both Podrick and Gallfred are pretty beaten up. Old Man Fish offers to heal them, but the process goes strangely. He ends up speaking only in ancient Hyperborean for the rest of the day, but he does manage to heal up Gallfred pretty nicely.

The characters recover the three masks. They have:

- The Crow (Lady Kethe)
- The Wolf
- The Medusa

Gallfred puts on the Crow mask. He gains 8 LUCK and the ability to burn LUCK like a Halfling – he can use it to affect his companions' rolls. The other two go into the box. And Hemp finds some century-old velvets. He has classic taste.

Hemp draws the silks aside to reveal the secret door. He tells the others, "Next stop!" He opens the door to reveal stairs up to the second floor.

The Second Floor Really Is Miserable

The second floor of the Black Manse is shattered, cold, and lifeless. The mezzanine path before the characters is littered with a mix of broken tiles and shattered religious trappings of all manner and description. Many have inscribed prayers, all of which follow the same theme: "Save this repentant soul from the grasping hand of her horrible betrothed." Old Man Fish can easily find symbols and icons to *Findire the Staff*, including a carved version of his staff (worth 40 gp). Gallfred is amazed to find a diaphanous cloak made from fine threads, closed by a carved pin showing a human-shaped void

surrounded by a landscape (worth 30 gp). Hemp finds a pendant of Aphiel's sword of flame (worth 50 gp).

The characters move on. They can see that there is a hall beneath them and find the other side of the double doors from the entry hall. This side of the doors are piled high with dirt and rocks that would surely crash through and crush anyone opening the doors – maybe collapsing the balcony as well. The characters decide that clearing the debris away is unlikely to be worth the trouble.

The Bedroom Vault

The characters follow the mezzanine along until they find another door hung with a wide array of holy symbols for a variety of faiths. There are seven symbols attached to the door that do seem more potent than the rest of them. They are generally symbols of very obscure deities that the characters mostly haven't heard of. It is so obvious that the seven symbols embody a magical trap that Gallfred doesn't even need to roll to *find trap*.

Old Man Fish is the only one in the group with any religious inspiration. He speaks in ancient Hyperborean and deactivates them and snatches open the door, revealing a vault.

Gallfred tells the others, "Vaults customarily contain treasures or objects of incredible value!" He firmly believes this.

The vault actually contains a giant rug and a bed hung with silk lace and nuptial flowers. The air is stale and dry. The characters are not able to see what is upon the bed, but they do (cautiously) enter. Old Man Fish rolls up the rug from one corner, mumbling something about how the rug must contain traps with acid, or gnomes, or something. Gallfred reassures him, "There aren't any gnome traps in here..."

Podrick goes over to the bed and investigates. *That* is where the traps are! He finds that behind its veils the bed has no mattress, just a copper sarcophagus carved with the form of a woman lying with her arms crossed. It is locked in place with four locks. Unfortunately, moving the veils triggers the trap. Spears shoot out, pinning Podrick in place. Poison drips (quickly!) down the spear shafts towards him. Gallfred uses his amazing *handle poison* skills to stop the poison's progress, sacrificing a pair of heavy gloves as he does. Old Man Fish, Podrick, and Hemp use main strength to lift the spears away long enough for Podrick to get free.

Then, Gallfred looks around and verifies that yes, there are three more spear traps around the bed – one on each side. He pleases himself (and only himself) by disabling them all. Even though only one of them probably needed disabling.

The characters get into a conversation about the relative lack of wisdom of opening up the sarcophagus, given that the woman inside is likely to have given her soul to Mammon – who may well turn up to collect as soon as the sarcophagus opens.

At this time, the tower bells ring ten o'clock. It is colossally loud – the bell tower must be directly above the vault. In the distance, the characters are able to hear something being reconstructed, or possibly uncollapsing.

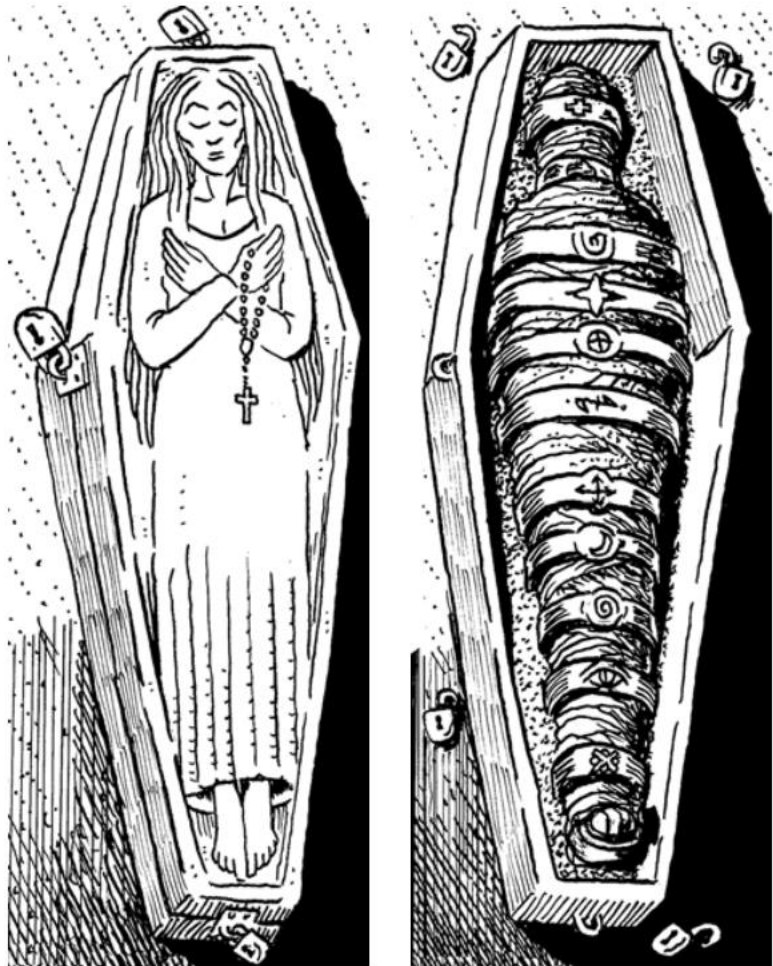
Hemp finally ends the discussion with an excellent argument, “So go for it, unlock her!”

Gallfred unlocks one lock. Then another. Then a third. And so on.

Inside the sarcophagus is a corpse wrapped in linen and sealed with eleven lead bands, each stamped with a separate holy symbol. The body lies upon a bed of salt.

Based upon Old Man Fish’s comments (translated from the ancient Hyperborean by Gallfred), the characters decide to take the four locks (DC 15 locks) as treasure, and to carry the body down to the site of the wedding ceremony.

As the characters get closer to the Hall Below, they can see that things have changed. The faint trceries of regal forms are visible, and the sounds of music and jesters performing float through the air. Hemp and Gallfred (both wearing courtiers’ masks) perceive the figures and celebrations below as fully real.



The flower garlands recover, and Hemp notices that the flowers are all black. Hemp observes, “Nice place you got here, Weasel. Lots of space.”

The Decayed Chapel

The characters leave the corpse (and the sarcophagus) in the bower, then go in search of the other masks. The non-mask-wearing characters are unable to see or interact with the wedding revelers in any reasonable way. In contrast, Hemp accepts a glass of dark wine from a servant and enjoys its full, heady flavor. The entire place is filling up with shades and dead people, all of them having an excellent time.

The characters enter one of the doors off the entry hall. They find a ruined chapel with three toppled altars. A choir loft runs around the edge of the chamber. Hemp looks up at the loft and sees a blue-

limned spectral woman. She has only one arm. Her severed arm lies before her, covered in wax. She is attempting to light it on fire.

Hemp goes up to the choir loft, passing by a metal device that looks well-designed to remove arms. The lady looks up at him and cries, "Help! They're coming! Can't you hear! We must stop them!"

At this point, three *choir boys* with white eyes and curly locks step through the walls.

Hemp reaches down and sets the woman's waxed severed arm on fire. Both she and the choir boys immediately vanish. Hemp searches around and finds the bones of the choir boys in an alcove behind a tapestry. He says a brief prayer to them in the name of Aphiel. Also, he has a *hand of glory*.

Gallfred searches around the altars. The largest is made from red and black stone. The smaller ones are pure black and red flecked with black. He finds:

- 6 violet candlesticks
- 3 shattered cruets
- a blood-stained antependium lying about the floor. (a tapestry that hangs on the front of an altar)
- three glass globes, each the size of a large fist. Within the globes are strange white pellets. Within each globe is also a second globe containing a reddish fluid.

The characters conclude that the three gloves are intended to fling at undeads or demons. Each of Gallfred, Hemp, and Old Man Fish each take one.

And then Gallfred finds a large iron ring set into the floor. It looks like the ring to a trapdoor. The characters raise it up to reveal a stone stairway going down into the catacombs. The characters head down. As they leave the chapel, Hemp extinguishes the *hand of glory* to preserve it for later use.

The Flooded Catacombs

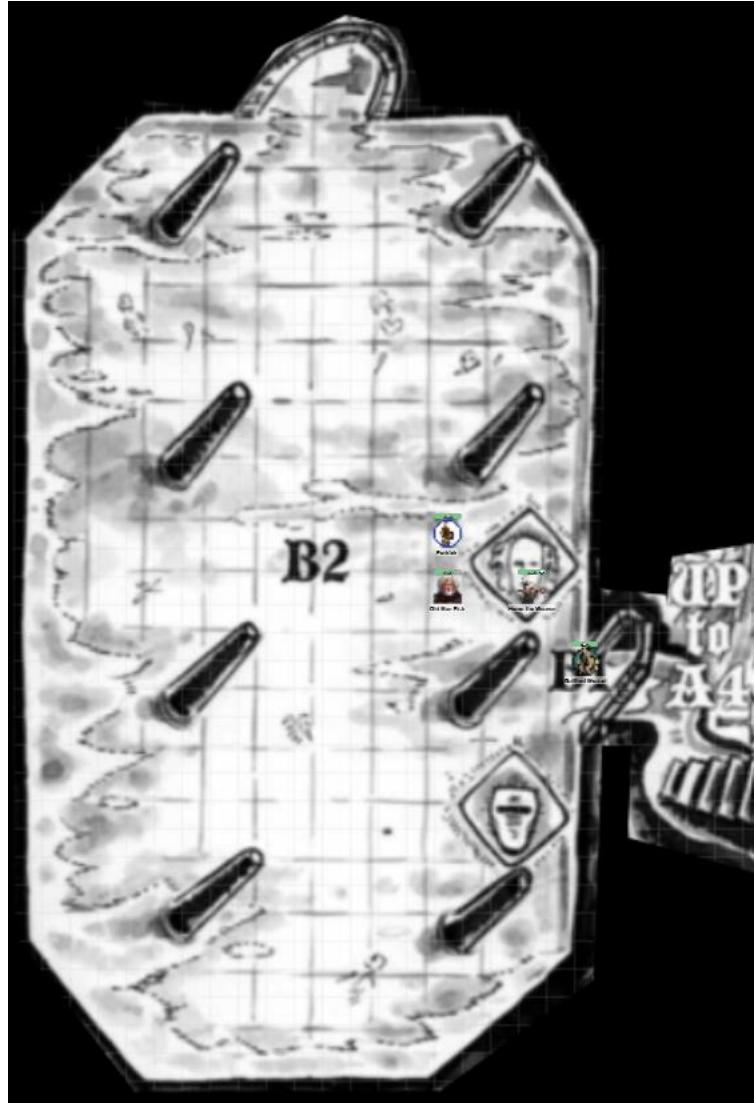
The characters find that the catacombs below the Manse are partially flooded with foul marsh water. Gallfred moves forward, looking for traps. He demonstrates that the archway is completely safe, but that there are dozens of skeletons hiding underneath the water. There are about eighty of them. They rise up and stand silently, gazing at the characters with eyesockets that burn like failing coals. In unison, they point at the far passage out of the chamber.

The characters follow the skeletons' direction into a short corridor that becomes increasingly warm. The corridor narrows, then ends at a small circular chamber. Burned out candles are arranged around a pit at the center. As the characters approach closer, the candles sputter to smoky life. The smoke forms into the shapes of men, women, and children, hundreds of them sacrificed to Mammon. Aged blood spatters are visible around the walls and floor of the chamber.

Hemp tries stamping out a candle. He finds that there is resistance to his foot. The characters hear demonic voices, “We shall know our masters by their actions...”

All of the characters find that they are unable to approach the pit. Hemp cuts himself and bleeds on the candles, which also doesn't help. Then Podrick spills some of Old Man Fish's blood – and after that he can cross the circle. As he crosses, he transforms into *Master Josef*, one of the sons of House Leddy.

Inside the circle, Podrick can see twinkling crimson lights floating out from the pit. The walls of the pit are worn and rough. He peers down and sees a giant gem floating about 15 feet down. Gallfred wants to enter the circle at this point, so he slashes Hemp's hand... who cuts him in turn. Both of them stare down at the gemstone. Gallfred instantly knows that it has 416 facets. He tells the others, “This is a special cut that can only be done on giant gemstones. That cut is called ‘the devil's cut’ by jewelers.”



Gallfred goes on, “Rope me up, I'm going for the stone.” He goes into the pit and collects the gem. He is momentarily overtaken by megalomania, until the normal abyss that is his self-regard takes over. He understands that the stone was used in the summoning of Mammon, and that it contains Mammon's true name. Outside, the characters hear the sounds of 81 skeletons collapsing back into the water.

Master Josef and Master Matias Appear

As the characters exit the catacombs, two phantoms appear. They are clad in rich robes dripping with water. They watch the characters from behind masks – one iron and one showing three faces. They step forward and remove their masks, revealing bloody skulls infested with worms.

One intones, “Save us!”

The other continues, “Save yourselves!”

They fade away, leaving only the masks. Podrick puts on the three-faced mask. It gives him:

- +3 Armor Class
- The abilities to *move silently* and *hide in shadows* using a 1d14 for the roll (modified by AGILITY and armor as normal for the thief skills).

The Bell Tower

The characters hear the bells tolling eleven as they leave the chapel. They enter the bell tower, apparently recently rebuilt into an unruined state. The flagstones of the floor include five pentagram shapes. A figure wearing a copper mask beaten into the visage of a horned fiend hangs lifeless from the bell pull.

Old Man Fish (who is quite melodramatic) appreciates the exit plan of his spiritual namesake. He, Hemp, and Podrick get into a contest to see who can shoot the rope first. Hemp wins and cuts the rope. The body falls, and as it does the bell tolls. The sonorous tone sounds through the manse, shaking the building and causing the five pentagram stones to rise up revealing five burning skeletons. Each one is tied to a pole, bound to it but not (sadly) in a way that seems to hinder it at all.

Old Man Fish has no eyes for skeletons – he reaches for the Horned mask and puts it on. It gives him:

- The ability to *lay on hands* (if he didn't already have it)
- +1d7 bonus to *lay on hands* attempts

The skeletons glower. Old Man Fish turns them. They flee back underneath their flagstones. The characters leave.

The Courtyard Garden

The characters pass through the Great Hall on the way to the garden. The phantom courtiers are now fully realized, the black wedding flowers are in full bloom, and the festivities are well underway. The characters pass by the now warm and inviting Great Hall and into the cold, rain-soaked gardens. As the characters leave the hall, a crowd of courtiers, revelers, bards, and entertainers complain, "Where are you going? The great festival calls!" The characters ignore them.

The Terrace Gardens are overgrown with moldy vines. The disease-wracked trees leave the impression of skeletal hands. The air smells of moldering rot. And at the center there is a moss-covered statue of a mother surrounded by adoring children. All but one of the children's faces have been defaced. The only one remaining is a female child, the tallest of the group.

Gallfred speculates that Lady Baethor had eight children, seven of whom were very much on with the program of worshipping Mammon and one of whom (the eldest daughter) refused. This is somewhat at odds with the rumors the group encountered, specifically that after Lady Baethor died her eight children fought for control until finally *Lady Ilsa* defeated them and then ruled for 50 years as the Mad Prince. And the role of sacrificing to Mammon is not entirely clear in all of this – it could have been Baethor, it could have been Ilsa alone, or it could have been all nine of them.

The only thing left is to deal with the wedding guests and then handle the principals. Podrick quickly determines that the guests don't even know who is getting married.

Twelve Bells

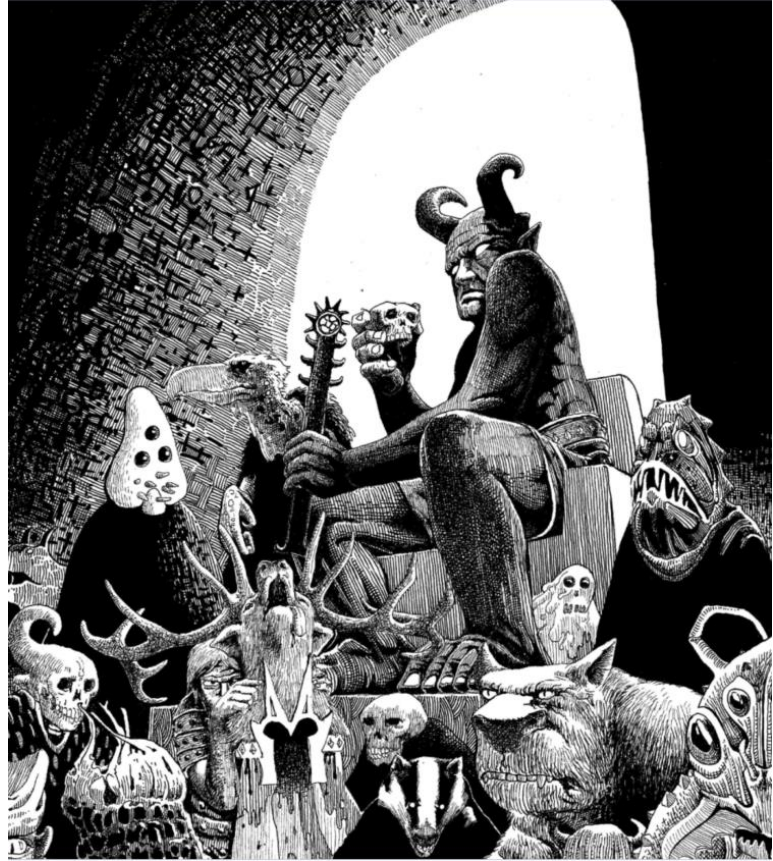
At twelve bells all doors lead only into the Great Hall. The revelers whirl into a mad dance, crushing some of the smaller guests underfoot. And at the head of the table a huge, dark demonic figure sits glowering down at the characters. The old man who welcomed the characters so long before stands before him, holding the severed head of a stag turned into a gruesome helmet.

"I have done all I was bid. I gave you a ring to rule the world! Now give me what was promised! Give me my winsome bride!"

The guests shed their human guise to reveal themselves as demonic entities of all manner, shape and size. The decorations and the feast are revealed to be gruesome – human bodies, bits of blood and flesh and bone.

The demon hold holds the burning ring towards the group. "My bride must accept the fiery ring!"

Podrick pops the lead bands off the body in the sarcophagus. Under the wrappings, the woman is a blackened, shriveled corpse still wearing her wedding gown. The black engagement ring, given to Ilsa upon the night of the original summoning of Mammon, is still upon her finger.



Mammon refuses, "This is naught but a corpse! I cannot marry a corpse!"

Hemp removes the engagement ring from the corpse. He finds that it radiates intense heat, then blazes with hellfire when he takes it into his hand. He prays to Aphiel and places the ring upon the hand of his *hand of glory*. He negotiates with Mammon and takes Ilsa's place as Mammon's betrothed. He gains:

- Healed up to full hit points
- +1 to his Luck **stat**.
- He can lay on hands, as a cleric of the same level.

- His relationship to any Patron or God is immediately severed. Henceforth he is the Chosen of Mammon. The judge is free to rule the implications of this association as best suits his campaign. If a wizard or elf, known spells are not lost, but all future spells must be won through negotiations with Mammon.
- Overcome with profound avarice. Presented with the opportunity to accumulate wealth, he must make a DC 15 Will save or be compelled to do everything in his power to acquire wealth.
- Immune to charm or compulsion effects of non-divine origins.

Mammon places the fiery ring upon the false hand, the hand of the *hand of glory*. As Mammon tries to draw him forward, Hemp simply lets the severed arm fall free. Mammon screams in fury! The portals in the hall flare with hellfire as lesser devils scatter in fear.

Gallfred immediately *hides in shadow* and heads for the doors. Podrick doesn't bother to hide, he just runs for the doors. Old Man Fish likewise runs.

The devils howl to the heavens and thousands of coins spew from Mammon's hands. This stops Hemp the Weaver in his tracks, but his Will is strong. He yells, "Smoke bomb!" and throws his glass globe at Mammon's feet as he hauls out.

Caustic Globes

Hidden amongst the rubble are three glass globes, each the size of a large fist. Within the globes are strange white pellets. Within each globe is also a second globe containing a reddish fluid. These globes contain sage's soda (known in our world as sodium hydroxide) and dyed water, respectively; when mixed – usually by crushing the inner and outer globes – the caustic solution dissolves flesh and muscle, leaving only brittle bone in its wake, causing 1d4 damage per round until washed clean with sufficient amounts of water, or healed via a cleric's lay on hands. Washing sage's soda clean is its own hazard; the exothermic reaction inflicts an additional 1d4 damage and sets flammable objects alight. The fragile globes were used by worshipers to dispose of corpses, dissolving the bodies of the sacrificed in the pool set in the dais.

The crowds of demons don't appear to be thinning as all the characters flee for the doors. Podrick gets attacked by a lumbering devil with a gigantic proboscis. He evades the thing – he's too fast for that. A succubus attempts to kiss Old Man Fish, but again he stays out of her way. And a giant oilback demon flails ineffectively at Hemp.

A moment later, the demons are drawn back to the fires of Hell, but now gemstones start raining from the cracks in the ceiling and the walls. This isn't much of a distraction even for the greedy characters... except Hemp the Weaver. He is briefly overcome by greed, right until Gallfred's luck saves him.

Then the Great Hall begins to collapse. The floor of the manor starts to give way, starting at the back of the house. The characters' magical weapons glow with hell-light and (briefly) gain increased potency. Mammon bursts through the door near the chapel and grabs his bride Hemp. "You put on the ring! You are mine! You cannot escape!"

Hemp tosses the ring (hoping that it distracts the demon) and squirms out of Mammon's arms. He runs for his life! Hellfire blossoms from the floors of the Manor House! The characters flee right ahead of the fireball, Michael Bay style.

Mammon makes one final appearance, pleading to the characters to come back. His words touch Gallfred Weasel, who is consumed by avarice for the rest of his days. But on the plus side, he still has the giant gemstone that carries the Name of Mammon. And he will never give it up. Even though it is 6" in diameter and has 416 facets.

In the background, the Black Manse collapses into a pile of foully burned ash.

Hemp slaps Gallfred on the back, "Nice place you got there!"

And, very quietly, Gallfred's extravagant Leddy House dagger gains a personality and some magical traits. When the hellfire blossomed, it *also* glowed magically – though it seems repelled by. Gallfred secures it in its sheath – he's not letting it go.

The next morning, Old Man Fish finds the dagger in his possession. Gallfred asks for it back, Old Man Fish obliges. Once. And then again the next day. And so on. Until Old Man Fish stops giving it back, which prompts Gallfred to start stealing it back. Except that Old Man Fish starts to look for it when it's gone and demand it back. Ah well...

All of the magical masks lose all of their powers, though they remain interesting keepsakes. Each is worth 50 gp. And the characters managed to pull another 50 gp worth of bric-a-brac out of the Manse before it collapsed. And the characters are left with three more masks beyond what they're wearing – the Wolf Mask goes to *Mordecai*.

The End of the Session

The session ends the characters finally escaped from the Black Manse, though Hemp is now the Chosen of Mammon (some say the Bride of Mammon), Gallfred is afflicted with avarice, and Gallfred's *always helpful* dagger is now magical... and wants to travel with Old Man Fish.

Each character gains 11 EXP.

Everyone gains +1 LUCK. Hemp gains +2 LUCK for almost becoming the Bride of Mammon. Old Man Fish gains +1 LUCK because he needs it.