

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

Tim joins the session and quickly verges from his recent vertigo symptoms to describing *Bernd das Brot*, a popular German children's character that is also a chronically depressed loaf of bread. *Chris* wants to know if it is depressed because people continually remind it that it's grandparents were Nazis. *Paul* explicitly doesn't want to know this. *Bruce* only assures the others that *Bernd* is a normal German name – he worked with a guy by that name, and never once did the fellow mention that he was named for a loaf of bread.

Patrick and *Ernest* are far too responsible to participate in this conversation. For Ernest in particular, this is a somewhat incredible development. Ernest does recommend the (translated) Kotaro Ishida assassin trilogy for anyone who wants to borrow it (Three Assassins/Bullet Train/The Mantis).

Down and Out in Fythorp

Ned Wimbley squirms up out of the ground in front of the others on the morning of 16 Tenebraus. "How's everyone doing?" The others inform him that tomorrow is the Celebration of Temptation's Embrace, and that the whole town is looking forward to the beaver musk slapping event. Except for *Podrick*, who has ended up sponsoring the beaver musk slapping on behalf of the *Knights of Lushnia*, and the Mayor won't let him out of the deal. Also, there are a lot of dead coma cultists down at the bottom of the local salt mine and he might need to investigate their deaths.

Gallfred Weasel notices that the *useful dagger* has escaped his grip again. He finds it once again among *Old Man Fish's* possessions. He steals it back, because that's just what you do in these cases.

And when he hears about cultists worshipping a sentient snuggee, Ned Wimbley refuses to shut up about how to make and wear snuggees.

Investigating the Coma Cultists

Podrick decides to check out the sleep cultists at a time when they're likely to be asleep. The others inform him that they're sleep cultists, they're always likely to be asleep. He elects to head down in the morning, with most of the group trailing behind him.

The expedition starts really well, with Podrick failing to convince the dwarf guards that he and his friends really are on official Mayoral business. They demand the customary bribe of 1 gold piece each. Gallfred wants nothing to do with this nonsense: he just sneaks past the guards.

It doesn't take long for the characters to reach the Cloaca, a cavern decorated by pools and strings of glowing mucus that is oddly soothing. Podrick is impressed by the setup. The others have mostly seen the place, and they're no longer nearly so impressed. *Hemp the Weaver* notices that most of the bodies that had been down in the rift to one side are gone, replaced by new bodies. And the new bodies look like they were crushed to death by a giant ball of undead corpses, rather than like they expired peacefully in their sleep. Hemp muses, "Well, that's not very surprising..."

Ned Wimbley cannot resist touching some of the mucus. He feels numbed, but also rested and healed – though his actual hit point total doesn't change at all. He urges the others to try the mucus. Old Man Fish does, because he's decided to only take bad advice today. He feels the same effects as Ned.

The characters see five bodies, both cultists and customers, lying dead in various states of squashed across the cavern.

Hemp the Weaver calls out, "Hello! Snuggoo cultists! We're here to help?" The group moves up the stairs. Both Ned and Old Man Fish are dimly aware of something and recognize that it is also aware of them (specifically, alignment and general condition). Neither of them feels any need to tell the rest of the group.

The Temple of Snuggoo

The characters enter the chamber and find that the *High Snoozer* (who hadn't been present the last time the group visited) is standing at the altar. When he sees them, he quickly grabs the *Narcolibre* from the altar and drops it into a pillowcase for protection. "If you have joined us to partake of our slumber, you are welcome."

Hemp introduces the characters, and explains, "You had an attack, and we came to see if we can help."

"Oh yeah, there was something. It was probably Mosh Sedation, the wizard of Krone Lamp. He's a madman. He's taken steps to ensure that he can never fall asleep." It is obvious that the Snuggoo cultists consider this to be the worst curse possible and cannot imagine why anyone would voluntarily do that. Subsequent questioning reveals that *Mosh Sedation* lives in the same cavern, across the natural bridge – that's why the sleep cultists have guards there. Mostly he works on his spells and stores magical power in his *corruption pools*. From time to time, one of his oozes escapes and causes trouble (hence the guards).

Hemp is still confused. He's trying to understand exactly how many people got killed in the attack, but the slumber party-esque layout of the temple doesn't make this easy. And the High Snoozer is also more than willing to sell *lamprey milk* to anyone who wants it. Hemp buys four doses

Lamprey Milk

Drink to immediately fall into a dream-filled sleep for 1d30 hours. Repeated use can cause sleep-related disorders (lazy eye, drooling, and so on).

because he wants to commune with the divine. Gallfred also buys four doses, because he wants to turn it into a soporific venom.

Old Man Fish is legitimately happy to meet the sleep cultists because they're the first cultists he's met who aren't trying to kill him. And their goal of having everyone sleep forever seems really restful.

Podrick is still trying to "investigate" the attack. It isn't hard: the cultists aren't that interested in answering questions (they're too tired), but they can answer enough questions to make it absolutely clear that it was *Mordecai* who was responsible. The cultists are willing to offer a reward. Unfortunately, that reward is a lifetime membership at the Temple, with as much lamprey milk as they can drink (at the Temple).

The characters come up with a lot of reasons to not get involved with Mosh Sedation. The fact that there is a fertility festival coming up tomorrow that everyone doesn't want to miss weighs heavily upon the decision process, even if some of the group are just mostly hoping to rob inebriated celebrants.

Everyone heads back to the town.

Afternoon in Fythorp

Old Man Fish and Hemp head out into the wilderness to hunt for a second giant beaver. Podrick donates his net and a spare cage. Ned goes along because he likes collecting animal parts for creepy summoning purposes. The hunt goes remarkably well! They bring back a beaver. Then Hemp follows the *Yojimbo* playbook and offers to sell the beaver to *Atta Paseka* and the Temple of Alar (the storm god). His sales pitch is that the Mayor and his apple-pickers previously had the only beaver for the festival – now the apple pickers can have their own. Atta Paseka offers Hemp 100 gold. Hemp, Old Man Fish, and Ned split the money.

Gallfred Weasel goes to the Cider House to drink with his new friends. He brings along the lamprey milk. His hope is that the Cider House folks can offer tips on ways to make lamprey milk into... cider. They provide a couple of hints on how to make it into a paste, but they warn that the target will get a saving throw.

Podrick wastes his afternoon looking for Mordecai, only to find that the necromancer has fled to the mythical land of "West Virginia".

Gallfred Lives out *Last Call*

Ned Wimbley recognizes that he doesn't have that much time left to enjoy food, so he goes to the inn and drops 4 sp on a really nice meal. Gallfred joins him (though he only spends 2 sp on dinner), and goes on to drop 2 gp on dice games. Far beyond his expectation, he loses money but he *wins* +1 AGI by gaining the favor of one of the gods. He didn't know it, but for some of the evening he was gambling with a representative (or possibly a shadow of) *Cheret the Lost*.

Old Man Fish sets out a hunting area and a snare trap. He expects to be well-prepared for the festival tomorrow evening. He believes that his god is calling on him to sacrifice someone to regain his favor. He

doesn't talk too much about this plan, because he recognizes that doing so will make him sound like a Batman villain.

Podrick and Hemp go carousing. Hemp hears a rumor: the Jopha priestess *Sybbyl Talonthrone* has been having a relationship with the Mayor's blind daughter *Julia*. Sybbyl wants Julia to join the Temple of Jopha so Sybbyl can heal her. The rumor is that if Sybbyl is able to catch Julia during the Festival of Temptation's Embrace, Julia will agree to join the Temple. In contrast, Podrick goes on a bender, loses half his gold, and finds himself lost in an alcoholic haze for the next two days. Notably, he does *not* remember interacting with any divine avatars. Except, maybe for the God of the Grape.

The Festival of Temptation's Embrace

The 17th brings the Festival. The daytime activities are joyous and fairly innocent – candies and tokens for the kids, and colorful games out in the fairgrounds. But Ned Wimbley ignores all of this. Instead, he goes off to meditate and curry favor with his patron. Then later in the day, he tries to sell his two remaining silver potions. He tells his potential customers that they're potions of the Worm God, but for some reason that pitch (combined with Ned's disturbingly worm-like appearance) turns off most of his potential customers.

Gallfred, in contrast, works the crowds. He knows that there are a lot of folks with loose coin, and some of it needs to be his. He is incredibly successful, coming back with 42 silver pieces (most of the townsfolk aren't that rich). Then the sun goes down, and he loses all sense of personal identity. But he's standing in a festival and he has 42 silver coin. He spends all of the money participating in every festival activity he can find in an undirected effort to determine who he actually is.

Hemp the Weaver visits the Mayor's office to report on the Sleep Temple investigation. He indicates that he's doing this because Podrick isn't available for some reason. The story he tells is that the cultists were killed by some kind of evil necromancer (so, keep an eye out for someone like that), and that there might be another powerful wizard hiding underground nearby – Mosh Sedation, from Krone Lamp. The Mayor thanks him, and clearly intends to do almost nothing for the situation. Hemp also agrees to be a Marshal for the Festival. The Mayor gives him a special "Honorary Apple Picker" sash for the occasion.

Old Man Fish goes out to capture a sacrifice. He has the *useful dagger* to help, but even it isn't enough – there are way too many people wandering through the forest to make his snare as unobvious as he would like. He does have a sudden epiphany, as *Tjaptar* appears in a vision. The nature god clucks his tongue at Old Man Fish and explains that nobody needs to actually be murdered to gain his favor. He takes down his snare trap and converts the components into a small shrine to Tjaptar, including a few scraps of paper with nature prayers written on them dropped in a little wooden bowl where festival attendees can find it.

Later in the day, Hemp takes full advantage of his status as Warden and his sash to meet some of the movers and shakers of Fythorp. He also meets the Mayor's blind daughter Julia. She (like her father) is a dwarf, and she tells Hemp that at night she can get around the town even better than most sighted folks: like all dwarfs she can smell precious metals and gems, and she knows where all of the treasures

of the town are located. She really seems to like Hemp, and she tells him that there's someone special she hopes will "tag" her later on in the festival.

The Nog Chase!

As the evening sets in, the air is crisp and filled with the sounds of joy and celebration. Voices are raised up to celebrate the goddess *Camue the Enchantress* and her gifts of fertility. The people of Fythorp all go to the town amphitheater to watch as a group of enslaved goblins are tasked with extracting the giant beaver's musk glands (three of the goblins are killed – a fortuitous omen!). The Mayor's representatives prepare the nog, then step back so the townsfolk who are so inclined can approach with switches to dip into the brew. And, across town, the Temple of Alar is conducting the same ritual with their own giant beaver.

Podrick, Gallfred, Old Man Fish, and Hemp all take up switches so they can chase eligible villagers. Hemp switches *Morgan* – which she is pretty pleased with, and her presence gives him +1 to Will saves for the rest of the evening (unless she dies...). Then he enlists her aid to help Sybbyl switch Julia.

Gallfred finds that he is being eyed by another reveler, a muscular woman who works at the local smithy. The others assume that she has a type, and that Gallfred is her BILF (figure it out). Gallfred manages to remember who he is long enough to fade into the shadows. The smith woman is disappointed in her quest.

The saucy trollop *Alda* decides that she is interested in letting Old Man Fish catch her. She's cute, though she has a scar on her nose. He catches her, and the two of them celebrate in front of Old Man Fish's shrine to Tjaptar – which counts as an act of worship to the goddess and clears his ongoing -1 penalty to use his healing powers.

Podrick is still badly drunk and gets himself tagged by a corpulent fisherman. It takes him some effort ("It's not you, it's me...") but he finally manages to persuade the man that he's just not interested. Because he leaves someone with a broken heart, he takes a -1 penalty for the rest of the night. On top of the -1 die size penalty from his ongoing bender.

The Festival Is Disrupted

Hemp the Weaver watches over Julia, ensuring that she and Sybbyl do cross paths. The two of them hold a quiet but insistent conversation in the woods, culminating in Sybbyl performing a *blessing of Jopha* upon Julia. As she does, a weird pink mist flows through the trees and there is a terrible cracking of broken boughs. The chaos goddess Camue clearly objects to a powerful Lawful ritual being performed upon her holiday. Sybbyl falls and her chest breaks open, revealing a small stuffed bear. Hemp hears the bear speak a love poem:

Proving true love can crack a heart of stone.
A head of chocolate for the mouth,
Pink flowers for the hair,
And arrows that slay the beast that is jealousy

He recognizes that Sybbyl doesn't seem to be dead, and that the stuffed bear holds a tiny (real) heart in its paws. Both he and Morgan agree that this seems like a magical backlash engineered by Camue the Enchantress, who is known for both spite and strange pranks. Hemp hands Morgan a short sword and promises that he is going to find chocolate and pink flowers.

In town panic is spreading as the giant beavers escape from their cages. Someone has placed glowing necklaces of red jewel hearts around the necks of the dead goblins, which has in turn brought them back. They grimace and move towards the revelers, their eyes clouded a milky gray.

Suddenly, one of the goblins falls dead, killed by *shadeslayer*. The goblin falls but the necklace continues glowing. Gallfred pockets it.

In the woods outside, Old Man Fish quickly dresses himself again (in Viking bear-fur and skull helmet, but not much else), urges his evening companion to hide, and heads towards town. Along the way he encounters an angry gicastor (giant beaver), obviously still upset about having its musk glands expressed. He uses his Ranger skills to avoid the creature.

Podrick shakes his head a couple of times to clear it. He recognizes that while there is chaos around the Mayor's festival the area around the Apple pickers' festival remains calm. He identifies where the escaped gicastors are and attacks one.

Ned Wimbley arrives on the scene to see general chaos. He blankets the area with *magic missiles*, obliterating the two remaining zombie goblins and injuring the gicastor.

Old Man Fish uses the *useful dagger* to lure the gicastor away from the area and back into the amphitheater. He is partly successful, but he does see that the creature has a pink glint to its eyes – he is fairly sure the creature is being controlled by magic. He's also amazed that the dagger really is so useful at distracting beavers. Then the creature turns on him and bites him! Ow!

Ned Wimbley continues barraging the gicastor with another *magic missile*. The creature snaps at the missile strike, and then falls dead a moment later when Gallfred comes from the shadows to murder it with *shadeslayer*.

Old Man Fish sees Podrick standing in front of a dead gicastor. He yells out, "Podrick! Stop being a lazy bitch and kill this thing!" Podrick stabs with *Ulftheonar's wolf spear*, hurting it badly and pinning it in place. This softens it up enough that Gallfred Weasel is able to kill it. Podrick immediately dubs him, "Beaverslayer". Ned doesn't get it... until he does.

Chaos Offers a Boat Ride

Hemp the Weaver runs back to Sybbyl's body, equipped with chocolate and flowers. He notices that there is now a stream flowing next to her. A pink and white skiff with a swan's head floats in the water. It seats eight. It floats even to where Morgan and Julia stand over the fallen priestess and stops.

Hemp looks at Morgan, "I don't know anything about this. How about you?"

“Me neither, but the Chaos gods clearly have more plans for this celebration.”

Hemp tries applying chocolate and flowers to Sybbyl. This revives her for a round, long enough for her to gasp, “Camue is disturbed at my request for divine intervention. She is known as a goddess of mischief, this must be one of her pranks. Camue loves to both give and receive gifts, you will need to find special items to succeed in this quest...” Then she falls back to unconsciousness.

Ned Wimbley grabs the goblin zombies’ glowing heart necklaces. He’s pretty sure that they are magical items. He collects two necklaces, unaware that Gallfred already swiped the third. He sees that both Old Man Fish and Gallfred are heading towards the forest and the garishly bright swan boat. And Hemp is doing his best to rally the characters to get on the boat with a rapid delivery reminiscent of a panicked Rick Moranis.

Everyone boards the skiff. It sails down the magical river and into a thick pink mist.

Beach of Roses

After a brief journey, the skiff bumps to a stop on a sandy beach in a cave decorated with roses of many colors, red, white, and yellow. Large colorful insects buzz around the flowers, and circulate around a huge heart-shaped clay beehive the size of an ogre’s head. Some of the stones on the stream shore look like candy hearts.

Roses are red
Poppies are golden
milady needs pink
If you need an organ

Old Man Fish picks up a candy heart and bites one. It’s made of sugar. He also recognizes the insects – they are love bugs. They come in three colors: red, white, and yellow. And their sting can cause a neurological twitch that causes sufferers to make smooching noises.

The dwarf Julia tells the others, “I can smell silver somewhere around here.”

Podrick suggests, “We need some roses, red and white. Gallfred?” The thief manages to pluck two pollen-filled flowers, one of each color. Meanwhile, Ned is summoning up an *invisible companion*. He drains life energy from a nearby love-bug swarm to cast the spell. Inevitably, this draws the insects to attack him while he’s casting (which takes 10 minutes). Gallfred Weasel waves around a torch to ward off the bugs, which seems to work. He hands a torch to Old Man Fish, who joins in the fun. Podrick has his own torch. They manage to drive the bugs away, leaving a scattering of burnt and twitching love bugs all through the cavern.

With the bugs managed, Gallfred smears white pollen on the red rose, making it (mostly) pink. Hemp tries sticking the rose into the hole on the beehive, which does nothing except that he sees some honey dripping from the flower when he removes it.

The stupid heart bear says nothing new. The characters collect up a sampling of red, white, and yellow hearts.

Julia points out that the smell of silver is coming from the hive. Hemp breaks it open and finds an arrow with a silver head and lavender fletching, covered in honey. Gallfred collects a jar-full of love bug honey. Hemp tastes it and for a moment he feels lighter. Then everyone boards the skiff again.

The Holliphant Beach

The next stop is another beach. A holliphant with tiny wings sits on the beach, chained to a stake. Its pink eyes show deep interest in the characters' approach. There is a pedestal with a depression nearby, just outside the holliphant's reach.

The stuffed bear recites:

A fine wine will remove inhibition,
But a lover's stanza will remove scorn

Julia reports that she can smell electrum nearby.

Hemp examines the pedestal. The depression is full of candy hearts, each with a message printed on them. Hemp, Gallfred, Ned, and Podrick each take one. Hemp samples his and finds that it provides sexual healing (heal 1d4 hit points).

Julia admits that Sybbyl wrote her a (short, touching) note about the risk of the ritual she was about to assay, and her willingness to risk death to heal her. The characters start picking through the candy hearts and finding phrases similar to the note. They find several. Hemp feeds one to the holliphant, which causes it to roll around, fall to sleep, and drool flammable saliva. Hemp collects two flasks of holliphant saliva.

Julia whispers, "I think the electrum is coming from the spike the holliphant is tied to!" Podrick digs up the spike and comes up with an arrow with an electrum head and sky-blue fletching.

Old Man Fish tries his candy heart. It reacts badly with him, but he suffers no lasting harm. Everyone decides that it is now swan boat o'clock.

The Willow Tree

The skiff once again comes to rest underneath a tall willow tree. A 7-foot-tall woman dressed in child's attire sits in the tree. She strums upon a lute. She greets the characters and asks if they would like to hear her play. They agree, and that's the cue for the bear to start reciting bad poetry about how both an old man's life and a young girl's wits are both short.

Julia reports no precious metals nearby.



The characters eventually figure out that the tall woman wants to play while the characters sing. Gallfred Weasel tries singing a couple of verses from Warren Zevon songs. He is confused when she exclaims, “That was wonderful!”

Hemp attempts to sing something more relevant to Sybbyl’s problems. Again, the woman is pleased but nothing really happens.

The other characters each sing in turn. Podrick is the last, and the woman *Ophelia* gives him her lute. It has an arrow attached to it.

Marshmallow Bunny Madness

The next stop is at a green meadow. There is a cauldron surrounded by burning embers at the center of the meadow. The air smells of smoke and sugar. Small, hairless bunnies made from marshmallow gather sticks and place them into the fire. A giant chocolate bunny sits in the cauldron, slowly melting. And of course, the bear offers more poetry:

Humans crave gold,
Dwarves covet gems,
And elves crave their mithril,
But a chocolate head is the prize

Old Man Fish rushes at the cauldron, heedless of the fires that burn him, and slashes with his claws to remove the head of the bunny. The marshmallow bunnies object violently – the bigger, fluffy, bunnies attack with teeth, the others shoot jelly beans (!). Hemp shoots one, leaving it lightly toasted for good eating.

Old Man Fish takes a hit from a jelly bean. It inflicts trivial damage. Gallfred retaliates by rushing one of the jellybean slingers and cutting it in half. Podrick shoots another one. They’re not that durable, apparently. Ned Wimbley uses a massive *magic missile* to demonstrate that the big ones aren’t too durable either.

Old Man Fish chops down the chocolate rabbit head and takes it as a trophy while the others clean up the remaining marshmallow bunnies.

The Three Doors

The skiff continues to the end of the stream at a gravel shore leading up to three white and pink doors set into a cliff face and engraved with phrases in different languages. The heart-bear is slowing its rhythm, but is still able to recite:

Love comes in many forms,
But only one path will bring you closer to Valentinus’ true heart

The characters are able to determine what the doors read, mostly:

Door 1	Chaotic, “The life of a bachelor”
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Door 2	Chaotic, "I am glad 'tis night, you do not look on me for I am shamed of my exchange"
Door 3	Undercommon (translated by Gallfred), "Amor eternum"

Door 1 has a silver handle. The others have wooden handles.

The characters decide to go with Door 3. Inside, a flaxen-haired woman lies motionless on a stone slab. She is clad in royal robes and bears a red rose. The bear, noticeably tired, recites:

Those who kiss the sleeping beauty,
Will learn the secret of eternal love

Old Man Fish lurches forward to kiss the girl. Her eyes open, but they are just red with no pupil. And she bites him. He might not be infected with a vampiric curse. Ned Wimbley yells, "No vampire bites friends of mine!" He follows up with four *magic missiles* and blasts her to embers. The rose on her chest is blasted to the side and becomes an arrow with pink fletching.

A doorway opens in the back of the room, leading on to a tunnel.

The Beast of Jealousy

The characters gather their companions together and take the tunnel down into a chamber carved by dwarven craftsmen and occupied by a huge monster with the body of a lion and a thick fleshy neck supporting four faces: man, lion, eagle, and bull. Four naked cherubs flutter around the creature, all armed with bows and arrows. One of them laughs with glee and displays a still-beating human heart.

The heart bear gasps more poetry. It is obviously near to expiring.

Ned Wimbley shoots the heart-bearing cherub with a *magic missile*. The creature survives.

Podrick approaches the Beast and stabs it with *Ulftheonar's wolf spear*. He stabs it in a way that it sort of notices.

The wounded cherub with the heart tosses it to another of the four. The others shoot arrows. Gallfred gets hit. Fortunately, he avoids contracting a sudden impulse to recite limericks. For its part, the Beast claws at Podrick, then its human face bellows out a horrible Curse. Podrick weeps for lost love (-2 PER, -1 die size from next attack). The lion head snakes out to attack Hemp, who deftly dodges to the side.

Hemp shoots the blue-fletched arrow into the blue-faced human head. The man's face loses its anger, and starts to recite ribald limericks.

Gallfred steps behind a column and vanishes into the shadows.

Podrick stabs the Beast, staggering it and slowing it – costing it a claw attack. It's lion and bull heads try to bite and gore him, but he blocks both of them.

Hemp gets a lucky shot at the lion head with the purple-fletched arrow. The flame from the *blazefire bow* ignites the creature's body. And then from nowhere Gallfred clambers up the Beast from behind and almost severs the Bull head with his garrote (he also technically poisons the head, but that doesn't matter for a head that's cut off...). The head dangles lifelessly from the Beast's neck.

The Beast's remaining head is the eagle. It unleashes a screaming peck at Podrick. The screaming deeply affects Ned, eliminating his ability to cast spells for two rounds.

Hemp shoots an arrow clean through the cherub holding the heart, sliding underneath the thing to catch the heart as it falls. As soon as it's dropped the heart stops beating. Old Man Fish meets Hemp at Sybbyl's body. He tears the bear aside, places her heart back in her chest, and attempts to use *lay on hands* to restart it. His initial attempt is only partly successful: her body shudders, but the heart refuses to beat. Hemp feeds his magic candy heart into Sybbyl's mouth and cries out, "May the power of love revive you!" This again helps but doesn't get her all the way back. Old Man Fish tries once more, and that is enough to revive Sybbyl! Her heart starts beating again and the flesh on her chest knits back together again.

Unable to cast spells, Ned stabs the Beast's eagle head with his magic dagger *Pestis*. He gets an excellent hit, leaving it at the edge of death. Gallfred stabs the head through with *shadeslayer*, chopping it down.

Return to Fythorp

Camue the Enchantress is not displeased by the characters' success in saving the priestess Sybbyl. She rewards them by transporting them back to the festival, along with all the magical items they acquired in the Tunnel of Love. And for recovering the priestess Sybbyl, they each gain +1 LUCK (permanent increase). The people of Fythorp are deeply impressed by the characters' deeds, and variations on their stories will eventually find their way into local legends.

The Revival Bells

Ned determines that the three necklaces recovered from the undead goblins will work 2 more times. Placed around the neck of a recently-dead person, they bring them back as an undead creature with 1 HP for the next 5 rounds before they fall again. Ned has two of these and Gallfred has one.

Ophelia's Lute

Podrick has this item. If played with a DC 15 AGL check it provides +1 Initiative to listeners.

The Colored Arrows

Each of them has an interesting power available once per week, but requiring a spell check to invoke. Effects last for 1d4 turns and include *fire resistance*, *spider climb*, *gaseous form*, and *levitation*. Hemp has all of these.

The End of the Session

The session ends with the characters back in Fythorp, heroes of the town. Each character gains +5 EXP.