

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

Patrick mourns, "None of my buttons are working!"

Paul immediately leaps to, "Belly button?"

This leads *Chris* to wonder exactly what functionality *Paul* thinks a belly button is supposed to have. Neither *Bruce* or *Tim* spends any time on this, because they're both worried about lunch in their own special ways.

Ernest is (sadly) out for the day. *Matt* will join us, but only after he has finished his climbing errands.

Companions and Equipment

It develops that *Old Man Fish* has an animal companion thanks to his status as a Ranger. He chooses a horse.

Gallfred Weasel looks at the bright side, "When things get bad, we can kill and eat Fish's companion!"

Ned Wimbley observes, "Yes, and when things get *really* bad we can kill and eat Gallfred."

Ned Wimbley decides to sell a very fancy chain acquired at the *Longbow Vineyards*. He uses the proceeds to obtain a dagger for himself, and a short sword for *Gallfred Weasel*. Meanwhile, *Podrick* goes to the marketplace and procures a variety of extremely practical traveling supplies.

Old Man Fish observes, "I own a half-side of beef, courtesy of a friend of mine who recently passed. Due to ants. Or something." Having little use for a hundredweight of beef, he decides to sell it to the miller. They engage in some marginally-competent haggling. At the end of the experience, *Old Man Fish* walks away with several shiny gold coins... and one that has probably been shaved.

Gallfred Weasel notes that he owns a bag of flour. He trades it to an old woman cooking food on an open skillet in the marketplace, for enough pancakes to feed himself and all his companions. *Ned Wimbley* notes that he was once a beekeeper and has a jar of honey, which goes nicely with pancakes. The entire group enjoys a very respectable breakfast.

The Village of Weebrook



This is where everyone is. It's a respectable place, considering that it has a population of only 300.

A Visit to the Iron Dwarf

Ned Wimbley suggests a visit to *Ironfall House*, the filthy and ramshackle two-story boarding house run by the *Ironfall Company*, a mercenary gang of dwarfs. Gallfred Weasel goes along, out of a sense of

responsibility and idle curiosity. Ned has an unprofitable conversation with the woman at the desk, who eventually agrees to send someone to find *Ames the Elder*, leader of the Ironfall Company.



Ames is a grizzled dwarf wizard, who asks Ned a variety of interview questions intended to establish how willing he is to trade his soul to one of a variety of chaotic entities in exchange for power. Ned does absolutely nothing to dissuade Ames from continuing this conversation. He eagerly asks after a group of decadent aristocrats who hold very exciting masked orgy parties, but who also seek after underworld powers. Perhaps this might be a group that an aspiring dark wizard could make inroads with?

Ames is noncommittal. “There is a group that follows a god of Forbidden Knowledge. They are currently involved in a conflict with an arch-lich in the swamps to the northeast.”

“What is their name? And their god?”

He learns that he is looking for *Malachi the Mad*, who worships the *Hidden Lord*. “I do not know what will happen if he manages to awaken the arch-lich Skoulos the Undying, but I’m pretty certain that he won’t be able to control the creature if he does. It is in my interest that he does not succeed in doing this. But I’m not willing to risk my men in this business.”

Learning the Healing Arts



Old Man Fish has a deep interest in learning the healing arts, in no small part because he recognizes that none of his companions have any inklings towards that kind of ability. He asks around and learns about *Aneth Knesor*, a female halfling and high-ranked member of the Ranger’s Guild. He visits the Ranger Guildhall (A12) to find her. He brings Podrick along with him.

She is happy to see Fish, in part because she has heard that he has been working hard to become a Ranger. “Are you planning on applying to join the Ranger’s Guild soon?”

“Certainly. And I would also like to learn the arts of woodland healing.”

“For that, you might want to talk to some of the more druidic sorts.”

“Oh, I certainly want to be a ranger. Shooting goblins in the woods and that kind of thing is much more a ranger thing. Herbs are important to me, but it’s much more about using the powers of Nature to knit up wounds quickly.”

“Well, there’s something strange been going on recently. A lot of children have been falling sick, and the weather is colder than normal for autumn. It seems like there is an intense cold front coming from the north, and as it does it causes the children to become ill. There is a group of Druids in a settlement to

the north working on this problem – you would do well to talk to them. They are trying to use the powers of the Flame Lord to fight the cold.”

Mordecai Indulges in Self-Transformation



The wizard Mordecai has spent several months seeking out *Samhain the Corpse-Harvester*, hoping to build a connection to it that he can exploit for personal power. He succeeded, and developed a sort of connection to the thing. He also sacrificed a huge amount of personal strength to develop that connection. Mordecai now looks pale, ashy and emaciated. Also, he has been manufacturing monstrosities out of dead bodies for Samhain’s gratification.

Now back in Weebrook, he seeks out the ancient elf *Geoffrey Whitegrass* for advice. He finds him smoking at the *Bloody Arrow* tavern (A3). “Yeah, I’m still kicking. It’s a surprise to everybody, but elves are supposed to be immortal or some shit.”

“And that’s why I like you. I want to be immortal too, someday.”

“I have been known to have a soft spot for young adventurers. You look like you haven’t been taking care of yourself, young man.”

“I’ve been doing a lot of magic.” Mordecai leans in to whisper conspiratorially, “I’ve been trying to learn how things work here, and find a powerful patron. But until then, I want to learn how to combine fighting arts with magic.”

Geoffrey considers, “Not many have managed that, but I do know of an ancient archmage who did. There is a chance here, but you’d have to act quickly. You see, there is a tower that only exists underwater and comes up from the waves once every ten years, and then for only eight hours. They say that the ancient mage Sezrikan left a black pearl there that contains all his knowledge.”

Mordecai is very enthusiastic, “That sounds like the forbidden artifact that I want! When does the tower next rise?”

“Fourteen days from now. You better get a move on. It’s in the bay to the East.”

“Would you join me? Your experience and knowledge would be very useful.”

“Oh no, I didn’t get to be this ancient by going on adventures.”

Bloody Arrow Meetup

The characters all gather at the *Bloody Arrow* to compare notes and decide upon a course of action. There are three choices of direction:

- North, to the growing cold and the sickly children
- Northeast, to the Bloodfen where a madman seeks to raise an arch-lich

- East, to plunder the Sunken Tower – which will rise in 14 days.

A day of travel on foot (with good roads) is enough to move through four hexes. Each hex is six miles across.



The characters decide that their best choice is to head north to deal with the unnatural winter, then turn about to go through the Bloodfens and then the tower last in the line.

Consumables

A special category of items in the game are called consumables. These are food, water, arrows and torches. You don't count individual units of these items; instead, each consumable is rated with a Resource Die, D6, d8, d10, or D12, that measures how much of that consumable you are carrying. Every time you eat a ration of food, drink a ration of water, shoot an arrow, or light a torch – you roll the Resource Die for the consumable. If the die shows 1 or 2, you must decrease the Resource Die one step – for example from a D8 to a D6. When you roll a D6 and get a 1–2 result, your stash of the consumable is fully depleted.

STOCKPILES: Having a D12 Resource Die means you are carrying as much of the consumable as a single individual can. Of course, your group might come across larger stockpiles of a particular consumable, such as a wagon filled with food. These are measured in units of consumables (below).

FINDING & BUYING: When you find or buy consumables, they are counted in units. A unit of a consumable increases your Resource Die one step.

Arrows	12cp/unit
Quiver	8cp
Waterskin	3sp, you may fill it with water up to a d12 resource die for free.
Field Rations	1sp/unit
Torches	5cp/unit

SHARING: You may give items to someone with a lower resource die, you simply increase the recipient's Resource Die as many steps as you decrease your own.

Old Man Fish Leads the Way



As the group's ranger, Old Man Fish leads the way. He manages to avoid leading the group into certain death in a barrow full of undeads. And Gallfred Weasel points out that there is an encounter in the way, an uncommon encounter. He hears harsh-shouting men, and sneaks up to take a look. He finds three brawny men forcing a group of enslaved people into a hole in the ground.

Gallfred returns to the group to explain the situation. After Old Man Fish scoffs at the idea of saving several beggars, Gallfred insists that the enslaved people must be wealthy merchants with generous relatives who only happen to be wearing rags. This is enough to persuade Old Man Fish to agree to lead a rescue party.

The group approaches. Gallfred is very stealthy, but Old Man Fish is the exact opposite. All of the berserkers look directly at Fish and yell, "Who is that?" Gallfred is right nearby and rolls his eyes.

Wolf, common: Init +3; Atk bite +2
melee (1d4); AC 12; HD

1d6; MV 40'; Act 1d20; SV Fort +3,
Ref +2, Will +1; AL L.

Old Man Fish yells out, "Oh no! My money has revealed my position!" He runs into the forest. Two berserkers (for that is what they are) storm forward to do horrible things to Fish. Mordecai steps back and summons a pair of wolves, while Podrick rushes up and assaults one berserker from the flank. He wounds a berserker. His reward is to see the berserker fly into a battle rage.

Ned Wimbley unleashes a barrage of six *magic missiles*, half at the now-enraged berserker and half at the berserker watching the enslaved people. The sentry is instantly killed by a swarm of magical injurious bees. The berserker facing Podrick is horribly injured. And then Ned tries to use his *magic face* to protect Podrick, but it bumbles the spell.

Gallfred Weasel tries to murder the wounded berserker, but trips over a branch and falls on his face instead. It is very embarrassing.

Fortunately, Old Man Fish sends a sling stone straight at the wounded berserker. And misses completely.

Things look bad.

Then the berserker clobbers Ned Wimbley, almost killing him. Fortunately, Mordecai's wolves come on the scene and tear the berserker apart. Chomp! Chew! It's truly uncivilized!

Unseen in the distance, the enslaved people run away. Away from the fighting, in particular. Vaya con Dios!

Podrick delivers a strong slice across the last berserker's forehead, getting blood into his eyes. The berserker quickly compensates by going into a rage. Ned Wimbley and his mystic twin obliterate him with three *magic missiles*.

Podrick nobly directs the former slaves towards Weebrook and safety. The slaves describe how they were to be sold to the *People of the Pit*, horrible cultists rumored to have no faces. Gallfred Weasel has heard of the People of the Pit because the *Carbuncle Queen* has previously declared vengeance on them for stealing a magical artifact from her. Perhaps if he were to return the artifact, she would induct him into the Beggars' Guild?

Loot

The berserkers were carrying:

- Three axes (1d8 damage)
- Three sets of leather armor (+2 AC)
- 12 gp, 22 sp, 8 cp

Gallfred Weasel is very disappointed to fail to pocket any of the coin. Old Man Fish is watching him far too intently.

Mordecai decides that the berserkers' arms are also a kind of treasure, and sets his wolves to tearing them off.

Old Man Fish claims a pair of good boots and the one suit of armor that isn't covered with berserker innards. The group leaves the other two armor suits behind. The characters do carry along the axes (except that Podrick takes one). Ned Wimbley takes Old Man Fish's discarded padded armor. And his lice!

Ned Wimbley drinks some strong spirits. He gets 7 HP back! It's as if he was never hurt in the first place! The only problem is that the group is now out of liquor.

Fateful River Crossing

The group reaches the banks of the northern reaches of the Bloodfen River. The river is almost a hundred feet across, so the group decides to go with Podrick's plan to fell a tree and use it to wade/swim across. This turns out to be much harder than initially anticipated: Podrick ruins an axe and gets hit on the head by a falling branch, and Old Man Fish gets a splash of irritant sap right in his good squinting eye.

After that, everything goes by the numbers.

Mostly.

As the characters leave the forest, Gallfred Weasel realizes that a chipmunk is trailing him. The creature continues to follow him even across the plains and the outlying fields around the human village that is the characters' destination.

Cartwell, the Nameless Town

The village locals emerge, carrying weapons. "Have you come for the Inferno's Embrace holiday?"

Fish answers, "Actually, we've come to speak to the druids."

"We don't know you, and we would normally be hostile – but you've arrived on the eve of a festival dedicated to the god of War and you're carrying weapons, so that seems like a good sign." The villagers introduce the characters to *Loptir*, priest of the God of Fire. He wears scarlet vestments and a crown of brass.

Night comes early to the village. The villagers have a huge bonfire built up in the center of town. Everyone cheers as selected dancers show off martial prowess and sheer athleticism. Podrick is totally in his element. Old Man Fish shows off some trick shots with his sling. "Hey, check this out! I'm going to hit that thing... *with a rock!*" He breaks some pumpkins with stones. The locals love that.

Ned spent the last 6-8 hours walking off an entire flask of whiskey....

Ned just wants some water, and maybe some bread. He ends up in a long discussion on the effects of different flowers and plants upon the taste of honey and mead with a local beekeeper.

There is also a lot of barbecue, prepared from animals slaughtered according to the instructions of Loptir – because the Lord of Flames must be satisfied.

The Tontuu Raid

Suddenly, the merriment is shattered. A village woman rushes from her home clutching her child, followed by a small leaping creature with a bared steel blade. The crowd scatters in panic as more of the diminutive attackers appear. The attackers are gnarled and gnome-like, with pale blue skin and greenish, pallid moss for hair and eyebrows. And they wear pointy red hats.

There are more than a dozen attackers, but four in particular rush at the characters and one more follows the fleeing mother and child.

Ned Wimbley attempts to slay all the attackers with *magic missile*, but then finds that his spell is exhausted. Podrick steps forward, straight into the fray. And Gallfred Weasel expertly uses the flickering light of the bonfire to almost vanish from sight.

Podrick finds himself surrounded by four tontuu. The creatures elect to drain all the heat from his body, because of course they do.

At the edge of the bonfire's light, one tontuu cuts down the fleeing woman. Mordecai sees an opportunity. He cuts himself (!) and pumpkin seeds fall from the wounds. But then his spell falters and curdles, leaving him with *patron taint*. One of his eyes shrivels and takes on the appearance of a glowing, undead coal. Unaware of Mordecai's sorcery, the tontuu proceeds to draw the spirit and heat out of the child's body.

Podrick decides he's had about enough of this. He cuts one of the tontuu down with his longsword. He stabs the creature straight through. And Gallfred Weasel flings a burning branch from the bonfire at another tontuu, surprises it, and stabs it clean through. It dies messily. The remaining tontuu try to counterattack, but are too disoriented to hit.

From nowhere, one of the two remaining attackers takes a sling stone to the head. Old Man Fish reloads his sling and grimaces with satisfaction.

Ned Wimbley finds himself out of magic, so he flings a knife and deeply wounds a tontuu.

Unfortunately, this is the moment when Podrick's hide armor tears and gets in the way of his sword arm. He is forced to spend a moment adjusting his armor.

Loptir the Flame Priest gestures and causes Gallfred's dagger blade to burst into flame. Gallfred strikes, and kills a tontuu. Apparently, these creatures of cold want the heat of the living but there is a limit.

Dire Wolf

HD: 2d6, Init: +5, AD: 1d20, ATTK: bite +6 (1d6+2), AC: 14, MV: 40'; F+4, R+4, W+3

Mordecai decides that now is a good time to call on his patron. *Swarms of gourd seeds* rise up and engulf a tontuu. The evil gnome dodges to the side to avoid the attack, straight into Gallfred's dagger. The creature desperately tries to stab the seed swarm, which leaves Old Man Fish with an easy opportunity to step in and chop the tontuu's head clean off. Then he steps back quickly to get away from the evil pumpkin seeds.

Mordecai has not yet had enough of unnatural magic. He summons in a *dire wolf* and sends it to tear at the remaining tontuu. The evil gnome looks desperate, a look that lasts until Podrick and Gallfred Weasel cut it down.

Aftermath

Podrick warms himself in front of the fire. He asks Loptir, "what were those things?" Loptir isn't that interested in answering, but he does give Podrick some fiery liquid that makes him feel better immediately.

In the distance Gallfred and Mordecai see a huge shadow block out the light. A huge, glittering mass of ice floats in front of the Moon. It looks like a giant iceberg, but they can see structures on top of it. The whole structure has the shape of an inverted droplet. A staircase is visible spiraling around the edges.

The village comes quiet. Six villagers were killed, though they killed many tontuu in exchange.

Old Man Fish rushes to check on the child. The boy is alive, but clearly diseased. There are blackened patches on his skin, in a pattern that matches the tontuu's finger marks, and his skin has turned faintly blue.

Loptir examines the child. "This looks like the other afflicted children. It must have been the tontuu that cause the disease!" Loptir communicates that the Lord of Flames demands that the frigid foe be brought low!

The characters agree that yes, they will take on this challenge. Streamers of flame surround the characters, warming them as if they had consumed a hot drink (or some good liquor). Each of them gains 10 Sovereign Fire points that can be used for various purposes.

Sovereign Fire

Loptir's blessing imbues the recipient with a spark of divine flame, known as sovereign fire. This internal flame allows him to produce supernatural effects by drawing upon the god's power. This blessing grants

the PC a pool of 10 sovereign fire points (8 if they demanded payment) he can spend to enact mystical effects as detailed below. Each recipient of the blessing is automatically aware of what effects they can create with sovereign fire and how much of the imbued power is exhausted to do so. This divine-given knowledge allows the players to keep track of their own power reserves and best plan how to expend it. The possible effects of sovereign fire and their costs are as follows:

- **Protection from Cold:** A PC may spend up to three points of sovereign fire to gain a bonus on a single save against cold-based effects. Each point spent adds +1 to the saving throw. Like Luck, spending sovereign fire in this manner can be done before or after the saving throw roll is made.
- **Empower Fire-based Magic:** An elf or wizard can use sovereign fire to power any flame-based spell. Doing so is identical to spellburning, except each point is deducted from the PC's sovereign fire pool instead of his ability score(s). Sovereign fire can be used in conjunction with spellburn on fire-based magic to further amplify results.
- **Ignite Weapon:** By spending one point of sovereign fire, the PC causes his weapon to burst into flames for a single combat round. While alight, the weapon gains a +1 to hit and a +1 to damage. If used against cold-based creatures, the damage bonus increases to +3. This effect can be extended to subsequent rounds by spending additional sovereign fire points.
- **Searing Touch:** The PC can generate brief, intense heat from his hand to deal damage or melt ice and snow at the cost of one point of sovereign fire. The effect lasts one round, but subsequent sovereign fire points can prolong the effect. When used in combat, a successful attack does 1d6+class level damage (modified by Strength). If used to melt ice and snow, the heat cuts through up to 6" of ice and 1' of snow per round.
- **Form of Fire:** By spending five sovereign fire points, the PC causes his body to briefly transform into living flame. While in flame form, the character can fly at a speed of 60', is immune to fire damage, and gains the benefits of the "searing touch" power as above. However, the character suffers double damage from cold-based attacks while in this form. The transformation lasts two rounds. Any object worn or held by the PC is absorbed by his fiery body, returning to normal and unharmed when the transformation ends.

Flying Iceberg Assault

The characters rest through the evening, then use horses loaned by the villagers to catch up to the slow-moving flying iceberg. Then they all change into *form of fire* and ascend to the iceberg. The magic only lasts long enough to get them to the midpoint of the stairs, leaving the characters to walk the rest of the distance. And along the way, they notice that there is one tontuu at the bottom (where there are rope ladders) and three more at the top, armed with javelins. Bearing this in mind, Podrick and Gallfred take the lead, and Old Man Fish brings up the rear.

The rearguard tontuu runs up the stairs much faster than the non-ice-based characters can manage. Old Man Fish and Gallfred Weasel make his journey exciting by peppering him with sling stones. This doesn't kill the tontuu, but it does make the creature miserable. Then Ned Wimbley summons up a *killer bee* that stings it to death.



Not to be outdone, Mordecai summons up a *bat swarm*.

The three tontuu sentries at the top of the stairs are sheltering behind a group of large rocks.

Old Man Fish rushes across the open space between the stairway and the tontuu. Gallfred instead opts to hide... behind Podrick. The tontuu respond with javelin throws that are wildly inaccurate.

Podrick also charges the tontuu. He's not about to hide like a craven Thief.

Then the bats arrive. They surround two tontuu, who duck low and avoid harm. They are more fortunate than their ally: Old Man Fish uses *sovereign fire* to ignite his blade and slaughter the creature. It burns.

One of the tontuu manages to cut through and disperse the bat swarm. The other one attacks the killer bee, but doesn't manage to kill it. The killer bee stings the tontuu in retribution. The tontuu's skin takes on a sickly jaundiced cast, but it avoids death by beesting.

Podrick steps up to the tontuu and cuts his leg off. The creature perishes.

Mordecai summons a *polar bear*. An actual polar bear. The tontuu doesn't have a chance.

The End of the Session

The session ends with the characters on the top of the floating iceberg, having defeated the exterior guards. Each character gains 7 XP (for a total of 17 XP).