

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 is still busy assembling Age of Sigmar miniatures, including a guy with a very impressive hammer and shield. And, for some reason he's interested in giving away his *Amulet of Feather Falling*, because he already knows the spell. *Bruce* the player notes that while Gallfred Weasel would absolutely steal from his companions, this doesn't seem like something the other characters would go along with. *Patrick* notes that Podrick could really use the amulet, but it's hard to imagine how chaotic wizard Ned would be willing to give him a magic amulet.

Ernest just wants to ensure that his audio and video connections work. *Matt* can only hope that someday *Chris* will log in and let him into the Google Meet group. And then *Chris* shows up, freeing the way for *Paul* and *Matt* to join. And once *Matt* is on video, it's very clear that yes, he did need ten stitches from his climbing misadventures. And even worse, the misadventure included a plunge into a patch of poison ivy. Everyone agrees that the poison ivy is worse than the stitches.

Round Chamber? Comely Maiden?

The characters have just defeated a *toan* in a strange round chamber. They are a bit disoriented, because they were teleported there. There is an altar, and an egg-shaped hollow in the top of the altar sized appropriately to fit the gold talisman Podrick found. And there is a comely maiden chained to the wall whom the characters have apparently just rescued. Rather to their surprise.

Apropos of nothing the maiden is a Hunter with AGL 15. She explains that she is *Gwendolyn Ashblade*, and she's quite recognizable because she is bald and has ash-gray eyes. She's also no spring chicken, at 32 years old.

Old Man Fish suggests that "Old Crone" might be a good nickname for her. The others suspect that she might not like this much.

She thanks the characters for rescuing her, and explains that the cultists kidnapped her when she was out hunting. She comes from the same nameless village that *Gallfred Weasel* named (even though nobody, including the villagers, accepts this). She is understandably not very fond of the cultists and their practices, though she does not that (aside from trying to turn her into a tentacle monster) the cultists showed no interest (or maybe even capability) in molesting her.

Hemp the Weaver gives her a short bow and a yellow cultist robe, and *Podrick* gives her some arrows. She is a zero-level character, but her AGL gives her a bonus of +1 to hit.

Gwendolyn tells the characters that the cultists seem to teleport in and out of the altar chamber. She points towards the altar, which is made of greenish-black soapstone and carved with primordial-seeming scenes of tentacled and aquatic creatures. The cultists place their talismans in the egg-shaped impressions to teleport. Podrick agrees: he has one of those talismans, and that's how the characters got into this room.

The pedestal in the center has a gray eggshell upon it, resting upon some red upholstery. It is slightly translucent, and copper tubes emerge from the upholstery and pierce the eggshell. Perhaps it is draining the contents into the altar?

And not to forget him, the characters are also accompanied by the lawful cleric *Berion*, a servant of *Jopha the Healer*. So far he has distinguished himself mostly for his unwillingness to heal the chaotic members of the group.



Ants in the Tunnel, Cultists in the Chamber

Mordecai has two summoned ants available. He sends them down the upper tunnel. Hemp is skeptical of the value of ants as scouts, because they have a hard time reporting back. He covers them with his bow as they scuttle away.

The tunnel follows a long and tortuous path that ends in another round chamber with another pillar with yet another translucent gray egg on the top. It looks a lot like the other chamber, except that it is inhabited by a yellow-robed cultist with literal blood upon his hands. He sees the ants (and the characters coming up behind them) and draws a dagger, crying out, "Death to the defilers!"

Podrick thunders past the ants and stabs out at the cultist, who dodges away from his blade. *Ned Wimbley* shows up next and pins the cultist with a *magic missile*. The cultist demonstrates that he and his yellow-robed brethren are physically tougher than their brethren. He stabs at Podrick, who lets his hide armor deflect the blow. Then Podrick cuts him down. And the tentacle mass inside him.

Ned steps fully into the chamber. The light from his torch shines through the egg, allowing Podrick to see the shape inside. It is horrible, and Podrick resolves that nobody is going to be raising that creature



as a pet. He chops clean through both egg and embryo with his sword. The characters examine the body and observe that it shows clear signs of a humanoid torso and rubbery limbs.

Podrick goes back and cuts up the previous egg. He observes that egg is empty. Ned and Mordecai suspect that the copper tubes are not draining the eggs, rather they are providing a way to infuse blood and other materials into the eggs.

The yellow-robed cultist had few items:

- A golden egg-shaped talisman (apparently not used up yet)
- A dagger
- A yellow robe (now covered in blood)

More Circular Chambers

There is another of the circular chambers with central pillar and egg at the end of the corridor. This one is a crossroads, there are four corridors leading away from it. And, as before, there is a strange embryonic mass inside the egg. Podrick smashes this one as well.

The fourth chamber features an egg that is on the verge of hatching, and yet another yellow-robed cultist. Podrick takes the lead yet again, delivering a grim strike to the cultist. Gallfred tries to shoot the cultist with his sling, but manages to hit the egg instead, letting the *toan* inside go free. Which is less than ideal.

Old Man Fish realizes that two of the corridors go to the same chamber. He clambers into the chamber and announces, "I'm going to go for the tentacle monster! With a weapon!"

Ned Wimbley speculates, "Perhaps with a grapefruit spoon?"

Old Man Fish scoffs. He's actually using a longbow. Sadly, he misses and the toan responds by hugging him. It hugs him *hard*. Ned Wimbley decides that this is not going to fly, he uses *magic shield* to make Old Man Fish a bit more hug-resistant. And Gallfred Weasel comes in with *Shadeslayer* to kill the creature. It's a remarkably lucky strike, all in all.

In the background, Podrick executes the cultist and the octomass inside him. By this time, this is just that thing that Podrick does.

Old Man Fish tries to heal Gallfred Weasel, and it all goes wrong. Old Man Fish draws the displeasure of his demigod patron. This disfavor manifests as snow falling all around him, until the next snowfall. He tries again, and manages to heal one hit point. One! Gallfred feels grumpy about the usefulness of divine healing. Old Man Fish is also grumpy, but for significantly different reasons. The third time is the charm, getting him back five hit points.

Hemp the Weaver starts a snowball fight. He hits Gallfred in the head, knocking off his hat. Ned speculates that the snow might actually be made out of cocaine.

The Ovoid Chamber

The last chamber in the line is ovoid, and includes seven silvery pieces of furniture. Each is oval-shaped, split in half with a padded interior. All of them are open.

Old Man Fish notes, "Who wants to cryo-sleep their way to a less shitty age?"

The exterior of the ovoids have a line of arcane symbols engraved around the rim. Both Ned and Mordecai observe that the symbols suggest Rebirth in the Service of the Great Pit Beast.

Nobody thinks that lying down in one of the chambers and concentrating really hard is a good idea.

Old Man Fish walks in. Now it is snowing in the room.

Gallfred Weasel speculates that this is where toan eggs come from: put a "volunteer" inside, wait a while for the process to run, then open it up and pull out an egg.

Ned Wimbley isn't able to learn anything new about the chambers, but he does have some insight into the potions taken from the alchemy lab. He determines that the red potions are *potions of tentacle control*. Hemp the Weaver notes that the characters have six of those, he passes them out to the characters. Mordecai observes that the *control tentacle* spell always causes corruption, so drinking a potion should be a last resort. Nobody seems eager to sample one.



Mordecai has another theory – he notes that the runes on the *inside* of the pods are teleportation runes. He thinks that entering a pod, thinking very hard, and making a spell check, will allow the occupant to teleport somewhere. He can't guess where, but to the lair of the blue-robed cultist boss seems likely. Unfortunately, the chance that everyone will be able to make a spell check is pretty low.

The characters opt to try the altar teleport instead.

That takes them right back to the dark tentacle chamber.

The Mineral Eaters

The group moves back to the giant tentacle and spend another 30 minutes clambering down to the next level. Nobody is there to meet them, so Mordecai decides to summon in a few friends. Sadly, it doesn't work out. They find themselves in an empty rocky cavern. A passage leads beyond, and in the distance there is a strange rumbling sound and an unearthly wailing.

Gallfred sneaks forward into a chamber that is completely dark. He listens carefully, and hears the slow-moving grinding of rock against rock, and the whooshing sound of air escaping into vacuum. Once the others show up with a torch, they're able to see that the chamber is lined with crystalline columns of different colors. And there are three creatures present, cube-shaped pieces of elemental rock that move around slowly, consuming the minerals they find on the floor. The characters leave them be, but the creatures move slowly but patiently to box the characters in. They are *mineral-munchers*, and they want the characters' precious, precious minerals.

Mordecai peers into the next cavern and sees a flat-topped hut. But noise from behind him draws his attention. Old Man Fish tries to attack a mineral-muncher with a hammer... and breaks the hammer in the process. Hemp tries to distract the creatures with a pot, which doesn't work. So he just walks past them and into the chamber with the hut. He concludes that there is some kind of big cultist event to the South.

Mordecai follows Hemp and finds that the chamber isn't just one hut – there's a whole village of structures with walls sewn from grayish leather, including two huts and one larger structure. Mordecai guesses that the cultists normally live in the huts but based on the sounds they are all having a party or ritual at the moment. He peer inside one hut and sees a lot of cultists' personal effects, including (mysteriously) clay jars full of dirt.

Ned Wimbley casts *magic missile* to damage two of the mineral-munchers, then his mystic twin casts *enlarge* upon Old Man Fish, doubling his size (+4 to hit, +4 AC, +4 damage, +10 hit points).

The mineral-munchers finally do something. One of them is right in the middle of the group and sprays Old Man Fish, Berinon, Ned Wimbley, and Gwendolyn with debris. Ned takes a crack to the head and falls to the ground. Gwendolyn is simply killed. Very sad. The second sprays Podrick and Gallfred Weasel, both of whom avoid the spray.

Old Man Fish shatters one mineral-muncher with an amazing longsword strike! Gallfred Weasel moves away, out of mineral spray range.

Mordecai notes that he now had a dead body to work with (Gwendolyn's). He uses *gourd puppetry* to bring her back as an undead horror. Specifically, he brings back her upper half as a *torso puppet*, an undead creature that dribbles pumpkin seeds from its severed waist. And it tears apart a second mineral-muncher.

Torso puppet: Init +3; Atk claw or bite +4 melee (1d4+1) or attack with a weapon ; AC 14; HD 2d6 hp; MV 30'; Act 2d20; SV Fort +3, Ref +3, Will +2; AL C.

Berion is horrified, "Evil-doers! You are creating perversions against nature!" Perhaps he doesn't feel so badly about Gallfred now.

Hemp the Weaver ignores him and continues to hammer the remaining mineral-muncher, leaving it desperately weakened. Ned Wimbley staggers back up and ends the creature with a *magic missile*.

With the mineral-munchers dispatched, Berion turns towards the torso puppet with every sign that he intends to destroy it. Mordecai and Podrick manage to persuade him to leave it alone at least long enough to allow him to send the monster away.

Podrick examines the minerals in the chamber. He thinks that they might be minerals from another plane. That's a bit more than he wanted – he was just hoping for some pretty rock. Unfortunately, the mineral-munchers ate all of those. Hemp and Podrick try to dissect the mineral-muncher carcasses. They find:

- An otherworldly green mineral. Generates vibrational tones very easily, like running your finger around the rim of a glass.
- An otherworldly black mineral. Very hard, impossible to break.

Subterranean Cultist Village

The characters light up some lanterns and search the camp of the People of the Pit thoroughly. There is little of value – the furniture is made out of rocks, for example. There are jugs, but they are full of rocks and dirt, which suggests that they have a very strange diet.

Gallfred is disappointed that Hemp the Weaver is the one who finds a gold ingot (50 gp) in one of the jugs.

The Cult-Leader's Invocation

The cliff at the edge of the village drops down hundreds of feet. Huge tentacles are visible in the depths. A nearby promontory is populated by a group of ten ape-like creatures with tentacles around their mouths. These are the People of the Pit! Half of them surround a bound woman, clearly a sacrifice. The other half approach the characters with clearly hostile intent. There is also a small group standing right at the edge of the cliff: a blue robed man, wearing the *Crown of the Carbuncle Queen*, is the obvious leader. A yellow-robed cultist, a red-robed cultist, and a toan stand at his side. The blue-robed leader

has his hands raised up and cries out in an unearthly tone. A curtain of waving stalks terminated with eyes and mouths and claws rises up from the depths.

Mordecai casts *invoke patron* and asks Samhain to provide some assistance. No doubt, it will be horrible assistance. Podrick moves in on the approaching People of the Pit, slaughtering one and shoving the body into a second who tumbles screaming into the chasm. Hemp shoots through another of them.



The *Blue Sorcerer* makes a motion and summons three tentacles into battle with the characters.

Not to be outdone, Ned Wimbley summons his own tentacle, turning his skin into an unhealthy shade of gray in the process. He sends his tentacle down to grab the yellow-robed cultist. The cultist backs away from the tentacle and slashes it with a dagger, forcing it away.

Old Man Fish moves out to the promontory and tries to push the toan into the red-robed cultist, and send the cultist off the cliff. He's still giant-sized, but the toan is both wiry strong and hard to grab hold of. But about this time, Mordecai's assistance from Samhain shows up in the form of a corrosive swarm of pumpkin seeds. He sends them against the cultists and the toan.



Ned Wimbley takes a hit from a Person of the Pit and goes down, which *might* kill him and certainly interrupts his control of the tentacle. Gallfred slaughters the Person of the Pit, leaving Berinon to try healing Ned.

Hemp fires an arrow at the blue-robed cultist and sends him *and the Crown of the Carbuncle Queen* plummeting into the pit. Gallfred cries out in horror! The blue-robed cultist falls into the crushing mass of tentacles. There is a huge rumble as the earth shakes. A massive tentacle, the size of a house, rises up. Then another and another. Rocks fall from the cliff sides and the entire cavern starts to quake.

Old Man Fish runs over to Ned Wimbley and heals him! The gods smile, and Ned rises up again. His STA is reduced by one, and he has (another) horrific scar.

The cultists turn to trying to calm the tentacles, with no visible effect. The toan seems to be just enjoying the scenery. The People of the Pit are very single-minded: they continue working on sacrificing the girl.

Berinson runs for it, proving that “lawful” does not translate to “brave”. Mordecai sets his pumpkin seeds to continue savaging the cultists as he follows Berinson to safety. Gallfred Weasel, his quest pretty much doomed, also moves away from the falling rocks. Hemp takes one final shot, then runs for it as well. Ned flees, then watches as Old Man Fish joins Podrick in trying to save the village girl. He remembers that he has a *silver potion*, which he had previously determined should allow him to control the Tentacle God. He drinks it, and enters into a vision trance with Palimdybis, the giant earth-bound tentacle god that was drawn from the Elemental Plane of Earth to infest the world. He falls unconscious. (as a side note, repeated uses of this potion would in fact transform the user into a cultist).

Old Man Fish reaches down among the People of the Pit, taking advantage of his giant size to reach in and grab hold of the girl. Rocks continue to fall all through the area. Old Man Fish ignores them, but two of the People of the Pit cannot afford to: they get squashed. Podrick recognizes that Old Man Fish is near to death and moves forward to cut down another Person of the Pit and send a second falling into the chasm. Then the two of them run for it.

Mordecai realizes that nobody is paying him any attention. He casts *invoke patron*. Corpse-hands grab hold of the cleric Berinson and drag him down below the ground. There isn't even a body left, just an area of disturbed earth. The perfect crime!

The Aftermath

Tentacles continue to lash out for a while, but eventually they become tired and retreat back into the deep ground. The tentacle that provided access to the upper levels is among those that retreat – but the characters are able to see daylight above because enough of the cave ceiling was collapsed by convulsing tentacles. The characters are able to clamber up to the surface, emerging from a crack about a kilometer on the mountain side of the chasm.

They learn that the woman they saved is *Diana*, another resident of the nameless village. She promises that if she is returned to her family they will certainly reward them with many livestock. She is very impressed with Old Man Fish, and suggests that he should settle down and live in the village as a farmer. Or something.

Ned Wimbley's *magic shield* spell transformed a random object into gold. It turns out that item was Old Man Fish's broken hammer – which is now worth 1 gp.

The characters make camp. Old Man Fish's patron is still bringing snow all around, but that doesn't stop him from healing Hemp and Podrick back to health.

The End of the Session

Ned Wimbley gains +1 XP for drinking a mystery potion. Mordecai gains +1 XP for murdering Berinon. And Podrick and Old Man Fish each gain +1 XP for saving a peasant woman. All characters gain 9 XP.

Everyone who hasn't already reached 2nd level goes up in level, except Mordecai (who will probably make 2nd next session).

Finally, everyone gets some Luck awards:

- All: recover 1 luck point for completing a big adventure!
- Mordecai: For slaying a priest of Law, the Chaos Gods smile on you, +1 additional luck!
- Podrick: For rescuing nine hostages from the clutches of Chaos, the Gods of Law smile on you, +2 additional luck!
- Gallfred Weasel: Greed is its own reward, the gods grant you no additional luck. In addition, wielding a powerful magic item draws the ire of the gods, you will take a -1 penalty to your luck score for as long as you keep the sword (see Ire of the Gods, pg 365).
- Old Man Fish: The Gods of Nature smile upon you for taking down the servants of an unnatural being that does not belong on this plane, +1 additional luck!
- Ned Wimbley: The Gods of Chaos have their eye on you, waiting to see what you're going to do.
- Hemp the Weaver: Do you even worship, bro? The Gods don't know what your deal is.