

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 speculates, “What was the root cause of Boeing’s current quality troubles?”

Bruce sees an opening and immediately launches into a detailed lecture on how Jack Welch was ultimately responsible. *Chris* and *Patrick* look around with desperation, and finally decide that rebooting the WiFi router is the only available escape path. *Paul* also thinks about this, but then when *Bruce* observes, “Strangely, it turns out that money isn’t everything” he naively offers that this might just mean that you haven’t correctly valued everything. This in turn gives *Bruce* a chance to mention externality costs, which might be his favorite topic behind Glorantha and Jack Welch as the root of all evil. *Paul* recognizes that he has no further options.

Matt decides that he’d rather deal with exploding dead rats than rock climbers. The others appreciate that this must have been a hard choice.

Ernest celebrates Easter. This has two benefits. First, to the betterment of his eternal soul. Second, it allows him to avoid the entire painful economic discussion.

The Remains of the Plague Factory

Both *Mordecai* and *Ned Wimbley* are trying to “persuade” the four surviving peasants (all of whom are infected with whatever fevers the rats were carrying) to join with their respective Chaotic patrons. The two wizards note that the peasants are covered in boils and are visibly getting worse – without actual magical healing, they’re unlikely to be long for this world.

Ned fails to persuade them to drink his potions of Palymbydis. They clearly don’t trust a clearly-mutated worm sorcerer to have their best interests at heart.

Meanwhile, *Old Man Fish* pursues the surviving human cultist through the maze. He finds that four of them have left the maze. They are pulling a small sledge, and scattering what looks like wine from a skin ahead of their path. He waits in ambush, then shoots the cultist with the wineskin with two gray-fledged shafts. The man dies and drops his wineskin. The others recognize that they’re under attack. They abandon their sledge and flee. *Old Man Fish* gives chase, but they give him the slip – leaving him as the proud new owner of a sledge full of dead bile rats and a skin of sweet wine.

Old Man Fish sets the sledge on fire, at which point he discovers that the bile rats were only *mostly* dead. They cry out with an alarming squeaking while they burn. The sledge emits thick goutts of unhealthy smoke that Old Man Fish makes an effort to avoid breathing.

For his part, *Podrick* slaughters the remaining rats.

Having failed to convert any peasants (ahem), Ned Wimbley heads to the borders of the maze and prepares it to burn. The whole maze is dried out, he reasons that it will burn nicely. *Gallfred Weasel* recognizes that there is nothing left in the maze for him, so he helps Ned. Once the others are clear of the place, Ned starts the fire. He is pleased to see that the toxic smoke is blowing to the North, out to sea. And if he's learned anything at all, it is that if something goes out to sea it ceases to exist.

On the way back to Wymoor, Old Man Fish tries to heal the peasants as best he can. They are deeply sick, and have also suffered *minor corruption* because they suffered from the boil fever too long. He learns along the way that they were originally tenant farmers for *Count Zubov*, who has probably fled for the horizon with his family. Unfortunately, the gods do not smile upon Old Man Fish's attempts – he loses access to his healing powers for the rest of the day.

The Law Gets Involved

Old Man Fish rides ahead to Wymoor to seek out *Nylin*, the Lawful cleric. He tells her that he and his companions found a lot of cultists in Count Zubov's hedge maze, along with some unfortunate peasants. He assures her that the majority of the cultists are now dead, and that the maze has been put to the torch. Nylin does want to know which (Chaotic) entity was responsible, because cultists of various stripes are an ongoing problem. Old Man Fish tells her that they were cultists of the *Rat King* (sometimes called the *Rat God*).

Old Man Fish notes that if cultists are that much of a problem, she should consider setting up some kind of sting operation. "Cultist Appreciation Day" is a traditional favorite. She doesn't immediately embrace this plan. But she does agree to accompany him to the rest of the group and the unfortunate peasants to heal them.

Once Nylin sees Podrick with the rest of the group she is a lot more confident that Old Man Fish isn't trying to bring her out into the wilderness and kill her. She treats the plagued peasants and indicates that they need to be held in quarantine until they recover. She tells Podrick, "Your entry into the Knights of Lushnia is assured! You may wish to decorate your armor with the symbol of the sacred water buffalo."

Morgan Suffers Misfortune

The characters return to the inn in Wymoor that evening. The innkeeper greets them in a state of dismay, telling them that their companion *Morgan* has fallen into a stupor. *Hemp* examines her and finds that her face seems to be lost in shadow. Hemp immediately suspects the shadow from his whistle.

Ned Wimbley examines her. He tells the others, “She is under a curse!” He goes on to explain that whatever dark spirit she was originally offered to as a sacrifice has clearly cursed her. Mordecai agrees with this diagnosis. Hemp happens to remember that Morgan was originally offered as a sacrifice to the *Hound of Herat*.

The others remember that Count Zubov had a lot of books in his library, items that he and his family didn’t take along because they were heavy. The rest of the group falls to bickering over which books are best. Gallfred has no patience with this. He finds a credulous bumpkin to cheat out of a cart, then pays the innkeeper for a good room and goes to sleep. He’s lost points from three attributes and doesn’t have any more patience with this nonsense. Tomorrow, he can take a cart out to Zubov’s house and pick up whatever books the others want.

Ned Wimbley is all excited about visiting the library at the Knights of Lushnia Chapter House – but he needs Podrick to escort him. And Podrick is feeling tired and sickly, so he doesn’t want to go in the middle of the night. Eventually, most of the others see the wisdom of this and go to sleep. Except for Hemp, who stays up all night keeping watch over Morgan.

The Next Morning

Podrick and Ned head to the Chapter House. Beyond Ned’s research project, Podrick wants the artisans at the Chapter House to put an image of the Sacred Water Buffalo upon his shield (this costs him 5 gp).

Mordecai and Gallfred head to Count Zubov’s manor. They leave in mid-morning after a nutritious breakfast. Gallfred brings wine, cheese, and crackers. Gallfred lays out 2 gp for all of this, double what he needed to, because when he’s got money it just burns a hole in his pocket. Old Man Fish observes their preparations and goes along with them, but only after he satisfies himself that Morgan is still alive.

Hemp is exhausted from his sleepless night. He drags a pallet into Morgan’s room and sleeps on the floor.

The Chapter House

Podrick and Ned arrive at the Chapter House to find that the place is preparing for a celebration of the *Remembrance of Restored Harmony*, which is apparently an important Lawful holiday. Nylin offers Podrick the opportunity to spend the day in prayer and contemplation. He is surprisingly eager to take part. Ned thinks that this sounds like the most boring thing ever. But Podrick does manage to persuade Nylin that while he engages in Remembrance, “that filthy earthworm creature” can have access to the books.

Ned studies diligently. He learns that the Hound of Herat is a corruption of the name of an older entity, *Cheret the Lost*. Cheret is a petty god or powerful spirit who was betrayed by the Gods of Law. Her disciples come from those who have lost all their goods and been cast out. She teaches that identity is an illusion. Her followers who learn this lesson discover how to change their features and fade into darkness. Apparently, there was an old sacred site to her in the area – and Ned is able to track it to a

swamp near Weebrook. The Hound is a servitor of hers. As far as Ned knows, nobody has worshipped her for ages.

Ned takes his leave of the library. The fact that the librarian locks all the doors behind him isn't lost upon him.

Meanwhile, Podrick is neglecting his navel-gazing duties in favor of learning how to uncorrupt corrupted items. He is specifically interested in recovering the *Helm of Chistu* so it is safe for a Lawful person to use. He finds that *Chistu* was an ancient King of Eldros, a kingdom that once existed in these parts. His reign was tainted by the rise of an evil deity named *Chavinaugh*, an entity that changed from defender of humanity to a god of the dead. The ancient kingdom of Eldros was ultimately destroyed in a devastating war against Chavinaugh and his dark forces – but there is little solid information on what happened. The Knights of Lushnia have long sought the Helm and protected the legend because they hope to reinvigorate the forces of Law with the powers of Eldros.

Both Ned and Podrick get back to town by afternoon. Then Ned spends the afternoon resting – which for him looks like going out to a community garden and partially burying himself in the soil. He returns to the inn slapping dirt off his coat.

Nursemaiding Morgan, Sort Of

When Hemp wakes in the afternoon he checks on Morgan. There isn't much change in her situation. And then he goes carousing with the locals. He celebrates hard enough that *Aphiel* the God of Victory smiles upon him and grants him a boon. He gains 7 bonus EXP.

Book Recovery

Mordecai and Gallfred return from Count Zubov's library with a cart-full of books, including several heretical books.

When they come back to the inn in the early evening, Ned happens to mention Cheret the Lost to Gallfred. Gallfred becomes *very* interested, and plies Ned with wine until he tells everything he has learned. It turns out that the (onetime) followers of Cheret the Lost are less interested in turning into earthworms and much more into theft and quiet murder – there's no telling why Gallfred is so interested in them.

Also, for some reason Gallfred reminds Ned that he owes the wizard 25 gold. And then he pays him. Old Man Fish is suspicious – maybe Gallfred owes him 25 gold also? Why would Gallfred owe anyone 25 gold? Gallfred steps back into the shadows until all this blows over, while Ned tries to remember why Gallfred owes him money (it was because he gave Gallfred an extravagant dagger that turns out to literally have a million uses).

An Evening of Celebration

While most of the rest of the group is celebrating Remembrance Eve down in the common room, Help the Weaver sneaks up into Morgan's room and blows his little whistle. He summons up his demonic shadow.

The entity manifests. "I never dreamed you would continue to use this whistle to summon me, but I am not displeased."

"Isn't that the point of the whistle? Eventually, as I grow strong in the ways of Aphiel I'll bend you to my will. But in the time being, my friend has been afflicted by the curse of Sherbet the Lime. I want you to intervene and get the shadow curse off her so we can whip the asses of the corrupt shadow creatures involved."

"I'm really not one to remove curses... Sherbert?"

"Ahh, maybe Heret the Lost, or Cheret. You know her?"

"Yes! An ancient spirit who seeks revenge against the gods of Law!"

"I don't care about the gods of Law, but I'm upset about her having her nails in my friend."

"They say that the only things left of Cheret the Lost are her tattered cloak of darkness and her slippers made of silence."

"So, we'll go there to try and thwart the curse upon her. Do you have a way you can help with that, make us immune to naughty shadow magic, something?"

"I can tell you that the creature, the Hound you describe, it won't be slain by normal weapons. Even magic weapons will not slay it. You will need to track down Cheret's cloak or slippers, whatever causes the creature to be summoned. Otherwise, killing the creature will only slow it down."

"Well, that's new information. I guess we'll go to the Cheret temple, find her knickers, and use them to bind the hound. Is there anything you can do to temporarily stay the curse on Morgan?"

"I could read her mind for you..." The entity tells Hemp that she dreams the dreams of the Lost God, dreams of revenge upon the forces of Law and upon humanity.

"But you can't change her dreams? You know, to something more erotic and me-oriented?"

"That is not my gift."

"Well, I trust you will prove your worth to me better at another time. Now take your due!" Hemp loses 2 STR.

Gallfred Is an Excellent Gambler

Gallfred spends all night gambling. He manages to lose in spectacular fashion, dropping 20 silver rings (5 gp each), 6 gemstones (10 gp each), and a string of pearls (45 gp). He maintains that doing this will help him regain his luck – though all evidence speaks against that. He also ends up with the *sleepy* condition.

Count Zubov's Books

Ned Wimbley searches through the books brought back from Count Zubov's library. He learns about the Emerald Citadel and the green-skinned sorcerer who lives there, creating appropriately emerald-based constructs.

A List of Quests

The characters make a listing of currently active quests, at least to the extent that they want to admit what they are:

Ned Wimbley	Emerald Tower, three hexes NW of Weebrook, not time critical.
Mordecai	"Find a blade imbued with necromantic power" but is as of yet undefined as to a hook
Hemp	Join the Aphiel church on some future feast day (?) - Hemp
Old Man Fish	Go kill barbarians in Kingspire whenever
Podrick	Go to rusting hills for help on Chistu
Several folks	Go kill shadow gritters near Weebrook to free Morgan asap - several of us
Gallfred	Gain the favor of the Carbuncle Queen of Sewich; (2) Find a patron
Group	Free the kingdom from its were-vamp-doppelganger loving evil king and replaced nobles

Old Man Fish is also interested in finding a Ranger organization to join. He knows that there is some kind of Ranger lodge active outside Weebrook.

The Day of Remembrance

Ned needs to recover a lot of spellburn, so he spends the day in quiet contemplation. Which everyone else interprets as his observing the Day of Remembrance. Oh, the hypocrisy!

Mordecai searches for good animal components for summoning. Sadly, he finds nothing.

Hemp the Weaver sews gas-filtering face coverings onto the cloaks he made for everyone. The cloaks are quite nice: grey with crimson flames inside and fur-lined hood with detachable lower face covering. Gallfred frets that while his cloak is nice, it doesn't match his personal sense of style well. The others are amazed that he *has* a sense of style. After all, he dresses like a derelict. Gallfred protests, "That's because I *am* a derelict!"

Podrick is interested in studying the books Gallfred recovered from Count Zubov's library, and then donating the best of them to the local priestess of Jopha. Gallfred is all about disposing of the books, but he's not on board with the donation. They reach an agreement wherein he destroys those that are heretical and sells the rest. She is willing to offer 320 gold, because Podrick was very persuasive. The next morning, he gives everyone 53 gold and 3 silver. Hemp also provides everyone with trinkets worth 148 gold. Gallfred takes 55 gold of his share as the *gold snuffbox with mother-of-pearl panels*. Ned takes 40 gold of his as a *set of gold dentures with ivory teeth*. Hemp takes a gold ingot (50 gp) for part of his share.

The Road to Weebrook

Traveling to Weebrook is relatively fast, even on foot. Old Man Fish gives over 10 gold worth of trinkets to buy a donkey so they can bring along the cart Gallfred stole – which provides a convenient way to transport Morgan (who is still in a stupor) and the characters' spare camping gear.

Early in the journey, the characters find that a landslide has washed away the road. Gallfred is able to navigate the cart over the damaged road without any significant damage.

Later in the day, Podrick suffers misfortune – his clothes are torn, but he is so solidly built that he doesn't even notice the cold.

The characters realize that Morgan was originally slated to be sacrificed in the town of Weebrook. Gallfred disguises her as an elderly victim of the sleeping sickness. Nobody is going to see who she really is.

Night falls before the characters reach the town, which leaves them in a position where they need to make camp in the wilderness. Ned Wimbley finds an old, abandoned barn (or maybe it was a granary). He assures the others that nobody lives there, and it has no tetanus nails. Unfortunately, it is infested with insects – nobody can sleep there. Old Man Fish belatedly realizes that is why there was a giant insect drawing on the side of the wall. The characters are forced to find a different campsite, thanks to Mordecai.

A Triad of Giant Lagomorphs

The next day, the group approaches Weebrook. Gallfred warns the others that there are three enormous rabbits ahead. They seem to be impaired – they are lurching slowly across the countryside. Both Ned and Mordecai are immediately drawn to the idea of summoning giant rabbits, and these are truly giant, at least 80 lbs. each.

Gallfred and Old Man Fish sneak up towards the rabbits. The rabbits spot Old Man Fish. They peer at him with eyes filmed red with blood. They hop towards him at an alarming rate. Old Man Fish bravely climbs a tree. Hemp draws an arrow upon the *blazefire bow* and shoots one of them in the foot. All three of them continue to move towards Old Man Fish in his tree. They move as if they are drunk.

The rabbits move past Gallfred. He is able to see the wound on the third creature, and notes that it isn't bleeding normally. The creature is oozing a black substance rather than blood – which suggests that it might be another weird magical experiment. Old Man Fish shoots the creature. It collapses, a thick yellow bile spilling from its mouth.

Hemp shoots another, distracting it enough that Gallfred is able to sneak behind it and slash its throat. The creature smells of carrion even before it dies – and its death-wound spills maggots in addition to black bile. The surviving bunny bites at Gallfred, who (barely) avoids it.

Hemp the Weaver shoots the last of them down.

Ned and Mordecai examine the creatures. Their consensus is that they are zombie rabbits, which implies that there is a necromancer somewhere nearby who created them. The night before there was an evil necromantic moon which would have made creating undead creatures easier. Mordecai collects some parts, because he doesn't care if he summons them as giant rabbits or giant undead rabbits. Ned isn't as fond of undead, so he gives them the miss.

The Serpent Barrow

Old Man Fish tries tracking the undead lagomorphs. He follows their tracks back to a stream and an old barrow. The barrow is an enormous earthen mound in the shape of a serpent. It's exactly the kind of place that locals would avoid because it is haunted. Twin streams flow along the serpent's flanks, joining at the head to form a pool.

The characters find a narrow entry, with a bit of rabbit fur nearby. Gallfred sneaks inside to find a partly collapsed chamber. There are five more undead rabbits inside, loping in a circle around the giant pile of rubble and rock at the center. They are traveling anti-clockwise because that's more evil.

Gallfred sees another passage out of the room. He sneaks forward, avoiding the zombie lagomorphs. The passageway proceeds about 25 feet before joining the main hallway of the tomb. Gallfred sneaks back to the entry and flings out a stone with a simple message: "6 [bunny symbol] send Podrick [sword symbol]" After the others get over their amazement that Gallfred can read and write, they grease up Podrick and send him in. Also Hemp the Weaver.

The bunnies realize that there are intruders. Their eyes light up red and they lurch at the intruders. Fortunately, they chew on Podrick and Hemp, ignoring Gallfred. Gallfred kills a bunny, cutting off its ear and sending his blade clean through its brain.

Old Man Fish climbs into the barrow to find Podrick, Hemp, and Gallfred covered in bloody ichor. "What are you guys doing down here?" Podrick and Hemp ignore him, they're too busy disposing of another bunny. Gallfred realizes that he's boxed in, so he leaves the tomb to let Podrick and Hemp do what they do best.

Hemp hits a bunny and pushes it back, then Old Man Fish kills it dead. Its companions continue gnawing away at Old Man Fish and Podrick. Podrick moves into a more open area and clobbers another one. Hemp follows up with the next-to-last, and Old Man Fish does for the last of them.

Hemp exclaims, "That's thirsty work!" He takes a big swig from his waterskin.

Podrick realizes that he is now standing on the big pile of rubble in the center of the room. He carefully climbs down. He thinks about whether it is advisable to excavate the central mound of debris. The others have no such compunctions. Hemp has a shovel and starts clearing rock. It takes about an hour. Underneath, there is a stone coffer, an object made from five slabs of stone.

Gallfred proclaims that there are no traps. He pulls the top slab off to reveal a chamber containing a dozen rabbit skulls, placed atop a bronze shield embossed with the stylized image of a rabbit's head. Ned proclaims, "There is a taste of magic to this thing!"

Hemp removes the shield. He waves it around experimentally, then puts it on and clangs it with his clanger. Long sword, that is. This does not generate zombie rabbits. He names it the *Bronze Lagomorph* and proclaims it good.

The End of the Session

Each character gains 4 EXP. Podrick gains +1 LUCK for spending an entire day worshipping the gods of Law. Mordecai gains +1 EXP for trying to grow the forces of Chaos even though nobody wanted to listen to him.