

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

Ernest observes that Hayao Miyazaki has unretired yet again, which distracts everyone from *Bruce's* return. He has a lot of terrible stories about Kaylee's recent medical crisis. *Paul* provides some words of reassurance, based on his experience of other animals with heart issues. *Tim* is happy to hand over his interim role as scribe. *Chris* is now insane, and *Patrick* wonders how anyone would even know.

Matt is off rock-climbing.

Tomb-Delving

Branching corridors. We throw torches to illuminate, but no more devil bunnies.

Go north. Door room. Big double doors with fresco of snake strangling a wolf. Tons of dried snake skins underfoot. The walls have lots of little holes that snakes could come out of, but no snakes.

There's a crawlspace near the ceiling, which Old Man Fish crawls about 40 feet down before getting nervous and returning. It looks like a ventilation chimney though, so everyone agrees to maybe come back to it later.

We can't figure out how to open the doors, so we try exploring south.

The Bear Room (C5)

This is a round chamber with a bear skull on a table. The tabletop is kind of wiggly. Can we move it? No...

Oh no! Tomb ghouls drop from the ceiling! Tomb ghouls with... snake people inside?

It's kind of a rough fight, and Ned Wimbley gets killed, but then Old Man Fish manages to revive him the next round. Old Man Fish is traumatized and has a 10% chance on EVERY ACTION of doing something crazy, and it lasts until the next new moon. The characters eventually prevail.

Back to moving the tabletop. The table is hollow!

Inside the table is a bunch of human skulls, but also a bear skin with leather thongs so it can be worn as a cloak and hood. Ned thinks it's magical. Old Man Fish tries it on, since he's already deranged. He feels the RAGE of the bear. Rawr (rage of the bear, 1/day, per level).

Time to explore some more. Ned summons a couple common wolves. You know, just in case.

The Pit Room (C3)

The air is cool, the walls shimmer with condensation. The floor is sloped won into a pit, and it's slick with water. The PCs assume there's a woodchipper or something down the pit and decide to turn around and try a different room.

The party backtracks to a stairway they had passed earlier and goes down. Turns out leads to a corridor that wraps around to below the pit trap. There's a circular chamber beneath the pit trap room. The floor is concave, and the walls are covered with slimy mold. There are bronze spears mounted below the pit opening.

There's some blood near the trap, and bloody footprints leading away, and a pair of daggers left behind.

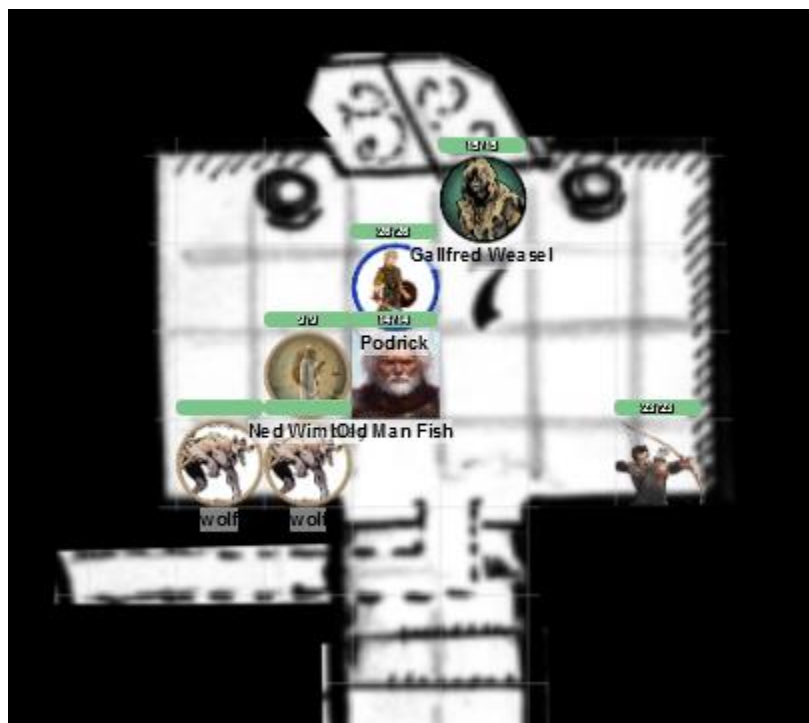
The group tries to dismantle the spear trap in case they fall down the pit later, but Old Man Fish has an undead flashback and ends up throwing unlit spears everywhere while screaming. The rest of the group perseveres and finishes taking down the spears, but Old Man Fish has no torches left.

Hemp then crosses the pit room carefully and ties a rope across the way to help everyone else cross. The process of doing this is exactly same as the logic puzzle involving getting a goat, a wolf, and a chicken across the pit. Ned Wimbley notes that his two summoned wolves aren't able to grip a rope – so they get tied to a second rope and dragged across.

Beyond the giant pit, the group finds the (nominal) entrance to the tomb. They already know that while this is supposed to be how you enter the tomb, it's blocked off by a 1000-pound rock. Everyone turns around and carefully make their way back across the pit chamber.

Another Ceiling Ghoul Problem

Far on the other end of the tomb corridor, the characters' progress is stymied by two giant stone doors. *Gallfred* proclaims that



there are no traps. Unfortunately, there are also no visible ways to actually *open* the doors. Fortunately, there is an AC vent (or something) up above the main door that promises a way to get around the doors. *Hemp the Weaver* suggests boosting the two summoned wolves up to the crawlway so they can go first. Gallfred Weasel volunteers to go next.

Old Man Fish is dubious, "It's awful tight up there..."

Gallfred responds, "My last name says I can make it!"

Ned Wimbley follows Gallfred. And Hemp follows them. They reach a room, and that is the signal for a ghoul to drop down through a hidden ceiling hatch to attack Hemp. Hemp takes trivial damage from a filthy ghoul claw. Unfortunately, *this* ghoul has almost completed its molting – which means that its' internal serpent is free to lash out of the ghoul's belly and snap at Hemp, who shuffles backwards.

Hemp takes his shorts word out and pokes at the creature. It snarls and snaps. Hemp strikes at the ghoul, maneuvering himself in a way that ensures the ghoul's snake-head cannot bite him.

Gallfred takes a look at the chamber ahead. He sees a vaulted room with a central column decorated with scenes depicting the slaughter of wolves. High up on the column there is a wolf-spear and a bronze shield. Noting that Ned's summoned wolves were the first into the room, Gallfred speculates that the decorations might have depicted the slaughter of beggars if he had been first. Gallfred enters the chamber and tries climbing the column to get at the valuable wolf-spear. Unfortunately, the column collapses on him and other things start happening.

Gallfred avoids being hit by pieces of falling debris. One of the summoned wolves gets squashed by debris. Then a huge slab crashes from the ceiling. Again, Gallfred avoids certain death.

Old Man Fish goes crazy. He realizes that there are ghouls in the tunnel. He concludes that his friends are surely all dead. He works to move one of the two flaming braziers over to block the ductway. That should burn those nasty ghouls!

Podrick realizes that there is fire behind him. He wriggles forward to stab the ghoul (or, specifically, the snake inside it) with his dagger. Because Podrick does things like that.

Ned Wimbley realizes that Gallfred is about to get crushed in the false tomb. He grabs Gallfred's collar and pulls him back just in time to save the thief from being utterly smashed by a huge stone slab. The surviving wolf is squashed. Gallfred takes his last-minute escape as a sign that the Gods of Chaos are looking out for his safety. He also thanks Ned and his wormy fingers for his help.

Meanwhile, Hemp stabs clean through the ghoul and the snake, killing them both.

Where Did the Ghoul Come From?

The ghoul dropped down a six-foot shaft. There appears to be a room at the top. Hemp climbs up into it. He finds a small cylindrical chimney. A skeleton sits upon a stone throne, armed with a wolf spear and dressed in a silver wolf pelt. A drinking horn sits by its side.

Hemp reasons that when the skeleton animates it will be less dangerous if it doesn't have the spear. He gingerly works the weapon free of the skeleton's grasp. Then he takes the horn and the pelt. Gallfred searches diligently for anything else of value and comes up completely empty.

Hemp has an insight into the name of the original wolf-killing hero and recognizes that this must have been one of the *Ulftheonar*, ancient warriors who fought in an animalistic rage. Hemp hopes that an Ulftheonar spear might help him kill a shadow-wolf.

Old Man Fish Has Problems

Podrick tries to talk Old Man Fish down from his insane frenzy. He is totally successful, but only after Old Man Fish shoots him with an arrow. Podrick exclaims, "Ow! Stop shooting! What do you think you're doing?"

Observe the Magic Spear!

Hemp tries out the silver wolf pelt and drinking horn. He is disappointed that neither of them makes him go insane. Ned Wimbley observes that the spear and the drinking horn are both magical, and challenges Hemp to drink out of it. Hemp promises to do this after the characters return to their camp.

Underpaid Huntsmen Are Causing Trouble

The characters head back to their cart and their unconscious companion *Morgan*. They find that both are surrounded by a squad of six men dressed in the fashion of local hoodlums. They are all armed with bows, and (barring criticism of their wardrobe choices) appear to be huntsmen.

Hemp the Weaver shoots the leader and takes cover. The *Hunt Master* responds with a call to battle, "Shoot them now! Don't allow them to bring down the Curse of the Shadow!" Then he and his men rain arrows upon the group. Old Man Fish responds with an arrow shot from hiding that blinds the leader's eyesight with blood.

The Hunt Master flails about, shouting very straightforward commands to his people, "Kill them! Kill them all!"

Gallfred is intent upon bringing the curse of the shadow, whatever that is. He hides and sneaks towards the huntsmen.

Podrick simply charges the huntsmen, his blade held high! Three huntsmen move to block him, then one of them gets in a lucky strike! Podrick's shield breaks under the impact, and Podrick falls stunned.

Ned Wimbley recognizes that the situation is dire. He draws on a lot of spellburn to spray a barrage of magical poisonous bees at the huntsmen, striking each of them. "Flee, or I shall unleash the bees again!"

This would be when Old Man Fish's animal companion, the horse *Tilly* who had just been standing next to the wagon, reveals herself. She kicks a huntsman to death. This allows Old Man Fish to approach Podrick. He believes his friend is dead, so he calls upon the *bear cloak* and goes into a berserk rage. He stands upon Podrick's body and swings... damaging his own longsword.

Hemp the Weaver runs up and shoots. A huntsman falls dead. He is deeply surprised to see Gallfred sneak by on hands and knees.

Podrick stands up. He regrets that he doesn't have a heavy-metal soundtrack playing. He is just in time to see Hemp the Weaver shoot both remaining huntsmen on the front rank.

The last surviving huntsman flees for his life. He is determined to warn someone that the miscreants who stole the sacrifice have returned! Behind him, Old Man Fish rages! Hemp the Weaver mounts Matilda and rides after the fleeing huntsman. Hemp also moves into the forest, spots the man, and shoots him down with an arrow.

Nearly forgotten, Gallfred Weasel finally sneaks up on the Hunt Master and stabs him to death.

Finally, Hemp Tries the Horn

Hemp drinks whiskey from the *Horn of Kings* and discovers that it has a wide array of interesting powers. He uses it to heal himself.

Old Man Fish just relies upon his old standby of divine favor to heal up Podrick. He is looking forward to the New Moon in four days, when his insanity will disappear. Though, in truth, he doesn't actually know this in conscious thought.

Also, Podrick claims that magical spear of the Ulftheonar. As long as he uses it as a primary weapon, it gives him +1 to hit, +1 to damage, and +1 to initiative. It is also good for pinning creatures against the crossbar on the hilt. And the silver wolf-pelt is worth 250 gp (if sold in a large city).

How Is Weebrook Doing?

Gallfred disguises himself as a traveling peddler and walks into town. He finds that the place is doing badly – many people have left, and the townsfolk have actually hired a man to serve as night watch. The *Hound of Herat* (properly known as the *Hound of Cheret*) continues to attack the town regularly. There is now a lot-box in the center of the town and every three days the townsfolk are forced to

Ulftheonar's wolf-spear

This spear is better known simply by its master's name. It is a magical weapon with a +1 bonus to hit and damage. The weapon also grants its bearer a +1 to initiative rolls. On a successful hit the wielder can use the cross bars mounted below the spearhead to pin a creature, reducing the target's AC by the wielder's Strength bonus. By sacrificing his actions in given round, the wielder can maintain the pin on the target with a successful contested Strength check.

Horn of Kings

Anyone drinking from the Horn of Kings immediately apprehends its powers. The horn glows faintly in the presence of poisoned meat or drink. Thrice per week, drinking from the horn grants +4 to a Fort save against poisons; thrice per month, drinking from the horn heals the drinker 1d12 hp/level; once, and only once, drinking from the horn grants the imbibor a DC 10 Fort save to return from death. When this final power is used, the horn shatters, losing all its powers forever.

draw from it to determine who must be sacrificed to the Hound. The Duke's banner hangs forlornly over the lot-box.

Most of the craftsmen and the mad widow are still in town, though the dwarven mercenaries have long since moved on. Many of the buildings have been damaged, with clear signs of attack by a magical wolf. The villagers live in constant fear, sealing themselves in their homes at night only to emerge at dawn to see the night's devastation.

Gallfred picks out an abandoned house in town for the characters to camp. He picks... badly. He also buys a shield for Podrick, torches for several people, and loses 20 sp betting on how fast two babies will crawl.

In contrast, Old Man Fish notices signs that a large animal is using the building as a lair. He points out tufts of black, bristly hair rubbed off on some of the supports. He thinks the creature is not currently present and is at the least bear-shaped and bear-sized. He warns the others. Meanwhile, Gallfred has a cheery fire going in the fireplace. Old Man Fish tells the beggar, "Hey, Gallfred! We need to leave! That stuff you're feeding the fire with is actually dead people!"

The characters try to find a different place to sleep. Ned points out, "My old beekeeping shed is nearby. Let's stay there." This turns out to be a much better place to stay.

The Sacrificial Stone

The characters approach the site of sacrifice in the evening. They find that *Guttard the Butcher's Son* is tied to the stake at the center. The characters decide that this is a good place to stage an ambush of the Hound.

The End of the Session

The session ends with the characters north of Weebrook, at the sacrifice stone for the Hound of Herat. Each character gains 12 EXP. Podrick goes up to 3rd level!