

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 and *Paul* are suffering from flashbacks to last week's *Mittelmarch* game when *Bruce* calls in to describe a new quest, one that will cause all manner of trouble for Gallfred. Tim likes this idea immediately. He offers some wisdom from the author of *Spire*: "Drive your character as if its stolen!"

It takes *Ernest* a long time to log in, which surprises everyone because they thought he was off attending *Chase's* graduation. Also – congratulations to Chase! And then it turns out that "Ernest" is actually *Patrick*, using a different laptop.

Then *Matt* calls in because the rain has made rock-climbing complicated. He's just in time to hear that *Paul* is very enthusiastic about the upcoming *Gloomhaven* RPG.

Down in the Pit

The characters have all just killed the *Hound of Hirot* but are still down in the Pit. Also, *Mordecai* has acquired a strange black stone that makes it even less likely that peasants will want to deal with him. He tells the others, "It is the essence of Magic! It carries a fraction of the shadow beast's power!"

Nobody notices *Gallfred Weasel* because he is now wearing the *cloak of Cheret the Lost*.

On the plus side, *Morgan* wakes up. She is alert and awake, but her eyes have changed – they are strangely washed-out. Also, she is able to track Gallfred's location even when nobody else can.

Ned Wimbley asks, "How do you feel?"

"I'm fine." She moves over to *Mordecai* and points her finger at his *black orb*. It seems to move with her gestures, as if she can control it. "You should be careful with that, lest you become the next Hound of Cheret."

The characters spend the evening in the Pit because they already have a good camp there. In the morning, most of the characters are easily able to climb out of the Pit. Ned has more trouble than others because he has STR 5. Fortunately, the others help him up.

Traveling through the Garringe Forest

After they climb out, Ned Wimbley is interested in traveling to the Emerald Enchanter's Tower in the forest, because he wants to learn how to summon a familiar. The others aren't that interested in going back to Weebrook and they have plenty of provisions, so they go along with this plan. Morgan (unusual eyes and all) is also interested in accompanying the group – because she has a sudden interest in talking to a powerful wizard.

Gallfred leads the way along the river, with *Podrick* keeping watch for a good place to cross the river. He locates one midway through the morning of the 26th of Nil. After lunch, the characters cross the river and head into deep forest. Gallfred turns out to do a remarkably capable job of pathfinding (surprising everyone), but in the early afternoon the characters encounter something. Gallfred pleads to the gods of Chaos, "Let it be goblinoids!"

It isn't goblinoids. It is a group of nine lizard men. The lizard men appear to be just as surprised to see the characters as the characters are to see them. Ned Wimbley tries to communicate with them. He determines that they are concerned about something, something other than the characters. The characters aren't able to detect exactly what they're worried about, but *Podrick* is certain that there is something out there. He hears implacable scuttling sounds through the underbrush.

Ned Wimbley summons a bear. Then the group elects to sneak past whatever is approaching. Gallfred Weasel picks a stealthy path for everyone else as Ned positions his bear as a shield against whatever is in the forest. The characters leave the lizard men to their fate. Ned feels a bit bad about this, so he sends his bear out to engage. There is a lot of noise. Gallfred sneaks up to observe. He sees that the bear is fighting a giant corpse-like monstrosity. The bear strikes at it and pieces come off it but continue to fight. It doesn't look like the bear is getting the better end of the deal.

Bear

HD: 4d10
Init: +4
AD: 1d20
ATTK: maul +6 (3d6)
AC: 14
Move 30'
Fort: +5
Will: +0
Ref: +3

Gallfred sneaks back to the group and tells them everything he saw. *Mordecai* is very interested in the monster. He wants to make one of them!

The Enchanter's Citadel

The Citadel is a massive structure that sits like a wart upon a black rock standing up above the trees of the surrounding forest. The gates are giant pewter doors carved with intricate designs, flanked by huge statues clad in green armor. Ned approaches. He is able to see that one of the statues is detailed and looks like a man. The other is rough-hewn from stone. There is a single large keyhole in the doors.

When Ned approaches within 30 feet of the statues they move to attention. He decides that they look very ready to attack. Ned requests an audience with the enchanter. The statues nod. After some time, they stand aside. The door unlocks and opens. Ned walks inside.

The others approach cautiously. The statues do not stop them.



The group enters a long hall. The walls are decorated with tile mosaics depicting the various deeds and activities of the Emerald Enchanter. He might not be a great magician, but he is a good artist.

As the characters walk through the hall there is a cold wind, and the walls move to animate scenes of the Emerald Enchanter's life.

The characters move carefully down the hall.

The doors at the end open. Beyond, there is a large reception area furnished with large rugs and comfortable couches. Directly across from the door there is a single long table topped with a massive slab of emerald 20 feet long.

The characters enter and look around. Then they see two winged green skulls rise from the surface of the table, as if it were the surface of a pond. Seconds later, a green-skinned man also steps from the surface of the table. "You have come to see the Emerald Enchanter. I am the Emerald Enchanter!"

Ned addresses the *Emerald Enchanter*. He explains, "I seek to learn to bind a familiar. The Oracle Tree told me to seek you out to learn this secret. And the winds of magic have brought me to your door."

"I see. Such a boon requires a great price! You could pay me in powerful artifacts, with service if you are men of brave heart and arcane knowledge."

Ned produces the *dagger of Pestis*, safe within its scabbard. "I can offer you this blade as payment."

"There is something I desire much more. A rival of mine has gone on a journey among the planes. And he has left something he stole from me behind."

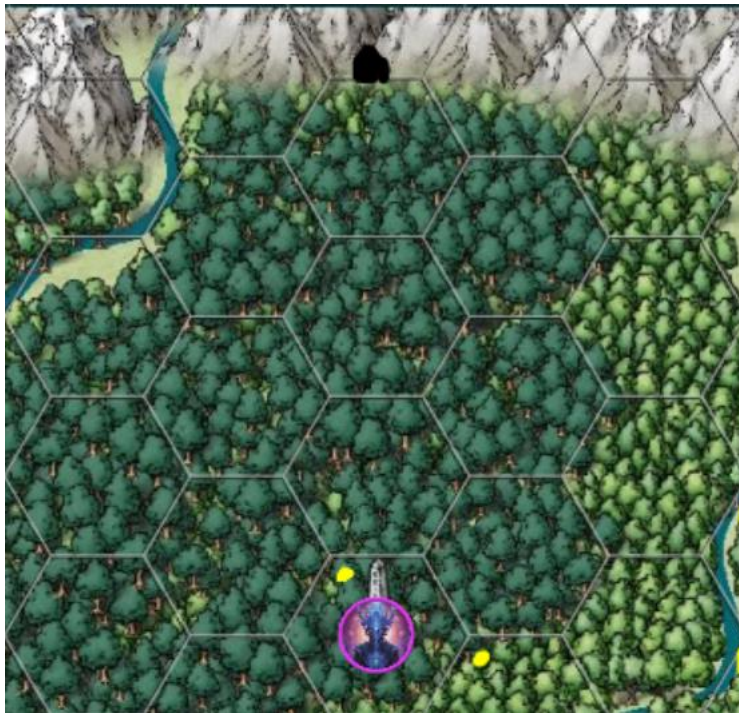
Mordecai is curious, "What would you have us do while your rival is away?"

"I can show you how to reach the vault where he stores my stolen box. It should be a simple thing for you to enter his vault, defeat his guardians, and recover my property."

The Emerald Enchanter leaves the rest of the group in the audience room to sit upon the chairs and be served by golems. He leads Ned Wimbley to the Consultorium. There are three disturbing items placed there:

- The preserved corpse of a tall, thin man next to a sarcophagus, named *Thesdipedes* on a brass plate
- A table supporting a bell jar containing a human brain. The brass plate under the jar reads *Istrobian*.

- A brass frame containing a human skull, shattered and painstakingly reassembled. It is marked *Gobur*.



There is a stool placed to allow the Emerald Enchanter to consult with corpse, brain, and skull. It is the skull of Gobur that provides the greatest detail upon how to summon and bind a demonic familiar.

In return, Ned must visit the vault of *Necros the Grotesque*. The Emerald Enchanter provides him with directions: go to the waterfall at Boulder Cliff. When the dead look to the sky, a way into the cliff will appear. Enter, and inside Necros's sanctum there will be a cylindrical box. Bring it back, unopened, and the Emerald Enchanter will reward him. There is a complication: keeping the contents inside will require an amount of

Lawful blood, and it is to communicate this truth that the Emerald Enchanter separated Ned from his companions.

The waterfall at Boulder Cliff is to the north, about 2-3 days travel. The Emerald Enchanter offers hospitality to the characters if they want to stay in his Citadel for a day. His golems lead the characters to a guest wing with several small (15' x 20') chambers.

Gallfred locates a golden dragon bust (worth 40 gold) and a forgotten bag of silver in the guest rooms. He wants both of these but doesn't want to steal from a sorcerer. So, he takes both, but hides the dragon bust in Podrick's goods, and the silver among Mordecai's goods.

There is a small lounge near the guest rooms, and the Emerald Enchanter is happy to sit there and talk to the characters. Ned listens eagerly to the Enchanter tell stories from his life. It is quite clear that the Emerald Enchanter's life is so far removed from normal folks' lives that he doesn't even realize just how out of touch he is. He tells of his exploits and of his *Moon Devil*. "Only the gods know what that creature is or where it came from, but it has served me well as source of my power. My Consultorium wizards have helped me contain it. Gold is its weakness and silver its strength."

Mordecai persuades the Emerald Enchanter to allow him to peruse his library. He is annoyed that the Enchanter marks several heavy books on stands as off-limits – including Istrobian's *Treatise on Transformations* and his own *Geometric Blueprints*. All of those are magically protected so only the Emerald Enchanter can read them.

The Journey North

The characters' way north is plagued by misfortune – Gallfred twists his ankle and loses 6 AGL. And then they are set upon by giant vipers that drop from the trees. Podrick knows what to do. He moves into a flanking position and stabs, but hits a rock instead of a snake.

One of the vipers bites Podrick, who ignores the poison. The other bites Gallfred, who is lucky.

Then Ned Wimbley obliterates the viper that bit Gallfred with an array of magical bees that utterly shreds the creature. Mordecai carefully places himself to ensure that his spell drains the viper and shoots the second viper with a *magic missile*, leaving it doubly injured.

Podrick stabs again at the viper. It moves to the side and lashes back at him – but its fangs glance harmlessly off his armor. Ned Wimbley manages to injure it again with a *magic missile*, and then Mordecai kills it with *necrotic drain* (powering a *magic missile*).

With the snakes dead, Ned Wimbley and Mordecai both collect parts from their bodies for subsequent use with *summon animal*. Gallfred weasel collects a dose of *giant viper venom* (DC 12, 1d4 CON damage).

Ned sets camp for the night. He does an excellent job! The group sleeps peacefully through the night. Mordecai goes out foraging for animal parts but gets himself poisoned in the process. He takes 3 AGL damage and comes staggering back to camp looking slightly paralyzed.

The rest of the night passes without event.

The Cyclopean Weaver

The next day, the characters encounter a cyclops and two centaurs. The cyclops is making a quilt. The centaurs challenge the group and demand a toll – a story, and it must be a good one.

Gallfred notes that the quilt is large and of excellent quality. Each panel is carefully embroidered with illustrations that each tell a story. And it is already large enough for a wizard-sized bed. Perhaps it could be stolen?

Ned Wimbley tells the story “The Lament of Wymoor,” in which the town’s Count is replaced and the area is overrun with rat monsters who open a portal to the nether realms and admit a demon, at least until a group of heroes show up, destroy the rat monsters and defeat the demon. His telling is competent – the centaurs nod, and the cyclops starts picking out bits of cloth to assemble the story into his quilt.

Ned asks the centaurs for guidance on the falls at Boulder Cliff. They know about a cliff where corpses lie. The corpses seem to rot, but they never rot completely away. They have been there for decades, and not even the vultures will touch them. Gallfred looks over the centaurs for anything he can steal while they are busy talking to Ned. Sadly, the centaurs appear to be very non-materialistic. Gallfred is disgusted.

The Falls at Boulder Cliff

The group approaches a giant stone cliff. A waterfall plummets from above, feeding a river. At the cliff base the sickly smell of death hovers around the corpse of a bear and the bodies of six failed hunters. The hunters' garb and weapons suggest that they might have been there for decades. Only half of them face upwards.

Ned urges Gallfred, "Use your corpse-flipping dagger to turn one over!"

Gallfred masks up and gives it a shot. He flips one with his corpse-flipping dagger. Then Mordecai remembers that he was once a gravedigger and that he has a shovel. He flips another. And Podrick flips the last with his spear. Nothing happens. But the bear is also face-down. Ned casts *enlarge* on Mordecai and triples his size. This makes it easy to flip over the bear corpse. At that point, a boulder at the cliff base rotates to reveal a passage.

The passage leads to a tremendous chamber. A wide stairway winds down into the darkness, wide enough for three to walk abreast (or one of Mordecai, at least for 20 minutes). Ned lights a lantern and the group descends. They walk for hours. Ned estimates that the shaft is 550 feet in diameter, and that each transit of the staircase drops the group about 150 feet. The shaft appears to be far deeper than is reasonably possible, miles into the earth.

Podrick tries dropping a lit torch into the darkness. It just falls, and falls, and falls.

By this time, the characters have been traveling all day (including the time spent reaching the falls). They turn around so they can camp outside. Besides, it seems unlikely that just walking down the stairs will get the group anywhere good.

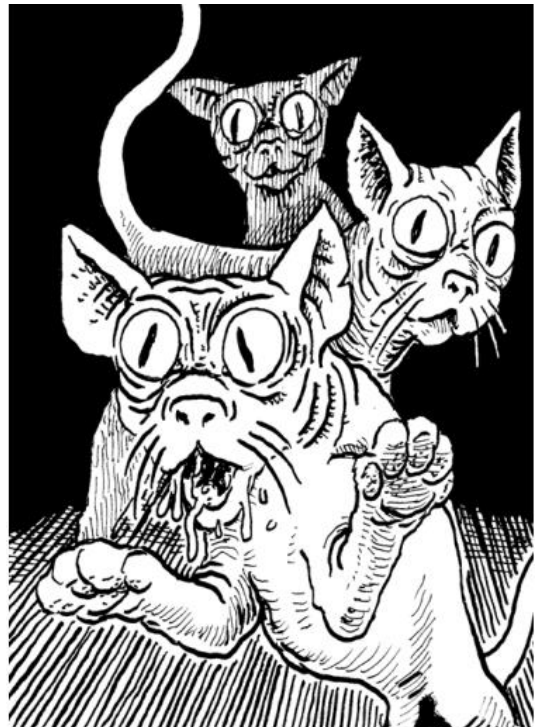
Ned makes camp. It's not a great camp (some of the group's water spoils), but it is enough.

Another Round of the Endless Stairs

Five tirgefrabs! Man-sized, clawless, hairless, emaciated cats with bulbous eyes drop down from above. But from where? There must be a ledge up there.

Ned Wimbley realizes that the creatures' name is just the reverse of "barf tigers" (more or less), and they live up to that. He distracts one with a *magic missile*, then has his *mystic twin* cast *magic shield* on Podrick. Flowers sprout along the stairs.

Then the tirgefrabs vomit at the characters. Gallfred loses 2 STR and 3 STA. Ned gets vomit in his mouth and ends up incapacitated. He also loses 2 STR and 1 STA. It is an incredibly disgusting experience.



Podrick stabs out with his spear, only to find that the creatures are incredibly agile. Gallfred is just glad that there are shadows that he can vanish into. But Mordecai – he has *magic missile*. He generates a whirling torrent of screaming ghost mouths that utterly destroy the tirgefrab in front of him and wounds all of the rest. The creatures respond to this by fleeing into the darkness.

Knowing that there is something above, Gallfred climbs up thirty feet to find a ledge. It runs around the entire circumference of the shaft, parallel to the stairs all the way down. Gallfred tries looking for secret doors but finds nothing. But he realizes that he can avoid (and detect) ambushes by continuing on the same path. He does so.

An Architectural Danger

A half day of climbing later, Ned Wimbley realizes that the stairs ahead appear to be weaker. Ned and Mordecai determine that the stairs are too weak to support their weight, probably. They continue down, hugging the wall, and pass through the weaker section. Mordecai marks the weak section with chalk.

Another quarter-day later, the characters camp. It's very comfortable. Then the characters try to sleep, but they are impeded by a harassing cackling that stops both Ned and Mordecai from getting any actual rest.

The next day, Gallfred spots five more tirgefrabs waiting ahead in ambush. He warns the others, who fire upon the creatures with arrows. Podrick kills one in a rage, but also hits Ned Wimbley with his bowstring. "Ow!"

The tirgefrabs close with upsetting speed. Gallfred once again loses 2 STR and 2 STA (and then 2 HP from low STA).

Mordecai kills one tirgefrab with *necrotic drain* and obliterates a second with *magic missiles*.

Podrick eviscerates another with his spear.

And the last tirgefrab flees straight up the wall, much to Gallfred's relief.

One day later, the characters think they are getting near to the bottom of the stairs. When they drop things off the edge, they can actually hear them splash. Unfortunately, Gallfred does a lousy job of setting up camp – everything catches on fire in the night, and Mordecai almost burns to death and loses 1 STA permanently.

The harassment in the night is a high, cackling voice that makes insulting observations about the characters. This keeps Gallfred and Podrick awake, but the wizards sleep fine.

The Bottom of the Stair



The characters finally reach the bottom of the stairs. There is a strange pool of golden liquid that smells of rotten eggs filling the bottom. At least three translucent glass monsters swim in the liquid. And narrow circular bridges extend across to a mountain made from guano at the center of the shaft.

Ned Wimbley observes, "This doesn't look much like a treasure vault." He recognizes the bridge as one of *Nobonachya's Mystic Forms*. Because the wizards both recognize it, they gain +3 to their spell checks while they are on the bridges. However, to reach the center requires crossing a minimum of three narrow regions. AGL checks are required to avoid falling into the lake.

Ned tests the water with a wooden pole. He observes that the water is deeper

than 10' and is slightly acidic. He discards the pole.

Podrick shoots one of the glass monsters with his bow. He misses the creature, but it realizes it's under attack and swims away from him. He shoots again and is rewarded with a spurt of blood.

Gallfred moves across the thin bridge, using his *climb sheer surfaces* skill to stay on the bridge. Then something invisible tries to knock him off, cackling at him all the while. And it kills him. Or at least comes close. Gallfred's body dangles from a rope loop below the bridge.

The others see a tiny *quasit* demon appear. Ned Wimbley peppers it with *magic missiles*, killing it. The characters winch Gallfred's body back and find that he is still breathing. He's just lucky that way.

The End of the Session

Each character gains 10 EXP. Gallfred might be (nearly) dead, but he's also 3rd level. Ned Wimbley goes up to 3rd level, and he's not even dead.

From the last session, Ned and Mordecai each gained +1 LUCK for trying to commune with the evil pool, and Podrick gained +2 LUCK for defeating a significant Chaos monster.