

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 tells the others that he is taking some mental-health time. *Chris* has watched the “news” and agrees that this is an excellent idea. *Paul* observes that if you lie about something often enough, you’ll eventually come to believe your own lies. *Bruce* takes notes diligently, he’s planning on starting a political movement and he expects a lot of lying to be a necessary initial ingredient. *Patrick* is just concerned about all the lying...

Ernest, as it happens, is off in Japan with *Chase*. Everyone is glad that *Chase* has graduated! Huzzah!

And *Matt* is off at a Dallas-area gaming convention. Oddly, *Bruce* happens to know that there is a TFT tournament going on there, though he is pretty sure that *Matt* isn’t going to participate.

The Bottom of the Vault

The characters are still at the bottom of the massive pit that is (apparently) the vault of *Necros the Grotesque*. The characters debate ways to get across the very narrow bridges towards the giant Guano Mound in the center of the pit, ideally without falling into the acidic (and possibly toxic) golden liquid in the bottom. *Ned Wimbley* notes that he now has the spell *invisible companion*. *Gallfred Weasel* is pretty enthusiastic about watching an *invisible companion* fall to its death, over and over and over again, at least until *Ned* mentions that his spell drains 2d6 hit points from a nearby living creature.

Nobody wants to volunteer for the honor, so the characters back up the stairway and *Ned* sits very still until one of the giant leech-things comes close by. The leech takes the hit, and an *invisible companion* arrives and will remain for 5 hours, or until it meets a sticky fate.

Old Man Fish recognizes that *Gallfred Weasel* is so injured that he’s spouting truly annoying philosophy. He heals the thief to put an end to that. He is successful, and *Gallfred* stops talking about how cryptocurrency will transform society.

Ned Wimbley has no interest in any of this. He ties a rope to the *invisible companion* and has it crawl across. His plan is to set up some guide ropes, so the bridges become slightly more OSHA-compliant.

The Guano Mound

The characters cross the Mystic Bridge to confront the *Mound of Guano*, a giant 50' diameter hemispherical mound of guano. Oddly, the mound is equipped with double doors made of a glassy, opaqued substance.

Picking the lock is child's play for a thief of Gallfred's level.

The doors open. The interior is shaped to hold a giant star inlaid into the obsidian floor in silver. The central pentagram is stepped upward. At the center of the pentagram stands a white box, surrounded by an array of pipes that slowly drip blood. The pipes in turn go up to sixteen cabinets up above the periphery of the room. The characters can hear labored breathing.



Ned guesses, "I think those cabinets contain Lawful people."

There isn't much blood, and closer investigation suggests that the breathing is only coming from one cabinet. The characters open the closet to find a mostly-exsanguinated man pierced through with pipes. Just the excitement of seeing other people is enough to end him, but not before he rasps out, "Bleed... bleed for the box or it will escape..."

Podrick notes that the box is already starting to make gurgling noises.

Gallfred tries to siphon any remaining blood out of the pipes. He decants 1 HP worth of blood out into a flask that only moments before had been full of wine. Now, the wine is inside Gallfred and a droplet of blood is enough to quiet the box down.

Podrick doesn't want to contribute his blood to the box, so he wastes time by checking the other cabinets. They all contain dead bodies – mostly exsanguinated, but some killed by imp claws. Most of their clothing suggests that the dead were once monks of *Jopha* the healing god.

Also, Podrick finds a golden dragon head in his bag. He asks Gallfred if he knows anything about this. Gallfred denies all knowledge, though he does take the dragon head back from Podrick.

The Screaming Flock Erupts

The characters head back across the bridges. As they reach the second bridge a horrible chorus of screaming erupts from the top of the guano mound. An uncountable swarm of grapefruit-sized pink fleshy globules with bat wings and seemingly random numbers of eyes and fanged mouths bursts forth. They flap towards the characters.

The swarm comes in and tries to knock Ned and Gallfred off the bridge. Amazingly, both of them hold on and sustain only limited damage.

Podrick and Old Man Fish discover that the flying things are very agile, not at all easy to hit. Gallfred tries with *shadeslayer* and finds that they pop like an egg yolk when hit. It's disgusting. Truly disgusting.

Ned uses a *magic missile* volley to send five missiles through the swarm. This obliterates it completely. The spray of gooey phlegm that rains down is utterly awful. Those few survivors flee back towards the guano mound.

The characters take their time getting back to the stairs. They manage to get there safely. But the box is grumbling again, and Gallfred's flask of siphoned blood is empty.

The Upwards Spiral

The characters make their way up the spiral. The abyssal glow that had been their companion up until now fades away. And the box continues to demand Lawful blood (from Podrick) – 5 hit points per day. Podrick feels bad because he's feeding an ancient evil, but not that bad because he's also helping to keep it imprisoned.

After a day, Ned has run out of food. It's fortunate that he is able to eat earth and stone. He eats the stairs. They are surprisingly tasty – he's able to identify different types of stone and the subtle flavors of each.

Then Ned makes camp and things go all wrong. The goo from the dead swarm monsters got into the characters' supplies and rotted some of them. Podrick eats well, then listens to the box. It is happy to speak to him, telling him, "Open me! I contain a messenger of the Gods of Law, trapped here long ago!" He does his best to not pay attention to it.

Ned, Gallfred, and Podrick all sleep through the night (Podrick's blood regenerates). Old Man Fish stays awake all night, which makes him sleepy.

The next day, Gallfred spots a group of tirgefrabs waiting in ambush upon the upper ledge. He warns the rest of the group. They attempt to counter-ambush the creatures, but things don't start off well – Old Man Fish breaks his bow. Then they improve – Podrick's shot goes right through one of them.

Then the tirgefrabs swarm down from their ledge to the characters' line. Old Man Fish takes their vomit attack hard, losing 2 STR and 1 STA. Gallfred gets an excellent sling shot at one, sending its body tumbling off the stairs and down into the abyss. He gets a second shot off and hurts another one, but doesn't quite kill it. Worse, the tirgefrabs realize where he is.

Then the creatures resume barfing at the characters. Podrick loses 3 STR and 1 STA, and is entirely disgusted.

Old Man Fish slashes at the one that vomited at Podrick, wounding it deeply. Podrick, clad in his intimidating *dragon helm*, roars and stabs – but the tirgefrabs scatter and avoid his strike, but then one

of them horks in his mouth and renders him prone and insensible for 5 rounds. He also loses 1 STR and 2 CON. A second tirgregrab clambers up the wall to vomit all over Gallfred, costing him 2 STR and 2 STA (and 3 hit points).

Ned Wimbley decides that the situation has gotten way out of hand. He invokes his patron *Palymbidis* and summons up a cyclone of tentacles straight out of the earth, bludgeoning two of the tirgregrabs to death. The surviving tirgregrabs attempt to flee, but the tentacles keep them in place. And then crush them.

And finally, Old Man Fish is able to persuade his own patron to heal Podrick and bring him back to his feet.

Back into the Forests

After two days of climbing, most of the characters are out of rations and Podrick is very tired of bleeding onto the white grumbling box. Ned gets a special badge because he set up a proper camp. Gallfred looks for food, bringing in 2 units of *vegetables* (acorns and non-poisonous mushrooms). Old Man Fish cooks them up into a soup – which he gives back to Gallfred so he can have Rations 1d6 again.

A day later, the characters are still walking back through the Garringe forest. It is the evening of the 7th of Tenebrous. Podrick goes out hunting and comes back with infected boar meat. Only Ned sleeps soundly, while everyone else spends the night retching and moaning due to bad food.

The next day, Old Man Fish (still feeling bad due to dinner) leads the group right into a nest of *ice wasps* (because it is the middle of winter). Everyone *except* Gallfred gets stung – apparently, the *cloak of Cheret the Lost* hides him even from ice wasps.

With the Emerald Enchanter's citadel in view, Old Man Fish attempts to heal Ned Wimbley. His efforts draw the attention of his patron, and he finds himself obsessed with aurora lights for the next day (-1 to do anything else). He does manage to cure himself of the sickness he contracted from questionable boar.

The Emerald Citadel

As the characters approach the Emerald Citadel, they notice that no life – not even insects – is willing to approach the site. The two statuesque guardians again challenge the characters, and Ned Wimbley proclaims that he seeks an audience with the *Emerald Enchanter*.

While he does, Podrick carefully inspects the guardians. One is crudely carved, but one shows an almost lifelike level of detail. While he studies it, the thing whispers to him, “Thesdipides knows the word.” He tells Ned, who explains that *Thesdipides* is one of the mummified wizards who serves the Emerald Enchanter as an advisor – specifically, the mummified body propped up against a sarcophagus.

Again, the characters are ushered into the Emerald Enchanter's foyer and watch as he and his two winged companions emerge from a sheet of emerald. Ned offers up the white box, and the Enchanter is pleased. “Yes! The Moon Devil will treasure this!”

The Emerald Enchanter takes away the box, then suggests that the characters retire to the guest rooms while he delivers the box and meets his end of the deal. Gallfred really needs to go to a guest room – he’s still suffering from food poisoning, and loses 3 STA, 2 PER, and 2 INT. He looks really terrible.

Old Man Fish decides that he’d like to help Gallfred. He goes out into the forest to look for healing herbs. He is able to find some *curdlemoss* and a cluster of *weep-berries*, which he’s pretty sure will help (this will give Gallfred +2 on his next Fortitude check). He also decides to put Gallfred on enforced bed rest, which also provides a bonus.

Ned fears that once Gallfred learns there is a way to be forced to rest he will be faking illness all the time. But he decides that Gallfred really needs night vision, so he spends time in the Emerald Enchanter’s library studying the matter. And he realizes (among other things) that Old Man Fish has already studied this. The Ancient Elder Kith are able to bestow night vision as a favor.

The characters spend their entire next day as the guests of the Emerald Enchanter. Ned Wimbley spends his time doing magical rituals with the Enchanter, summoning up a familiar... a *demonic* familiar! He ends up with a tiny demon that gives him (among other things) +2 LUCK that regenerates every night. The creature can fly and can turn invisible. And finally, *Vinjuguguladj* constantly complains about his aching joints.

And at least Gallfred is pleased to recover from cholera. He spends the day sleeping and gains back 2 STA.

Podrick *doesn’t* have cholera, but he also spends the day sleeping. And also gains 2 STA.

The Cold, Wolf-Infested Pythorp Plains

The next morning (the 9th of Tenebrous) the characters depart from the Emerald Citadel. They travel towards the town of Pythorp, because they really don’t want to go back to Weebrook (it’s a paltry place, and the residents may have bad memories of the characters). Unfortunately, they quickly run afoul of some thorn bushes that tear their clothing and cause them to all lose 1 STA and 1 INT due to cold.

Then the characters get out into the plains to the north of Pythorp and a pack of dire wolves start to track them. They turn to face them, with Old Man Fish landing the first arrow. Then the wolves hit the group like a tidal wave of teeth and fur. Old Man Fish opines, “In the dark future of Wolf 40,000 there are only wolves!” Nobody else knows what he’s talking about.

One wolf takes *Morgan* down, which might deeply upset *Hemp* when he returns. But all the others aren’t in a position to be too concerned right away, because they’re all being savaged by wolves. Gallfred manages to cut one down with *Shadeslayer*, though he is disappointed by the fact that the wolves aren’t goblinoids.

Ned Wimbley kills one wolf with *magic missile* and then fills a huge area with a *field of tentacles*, capturing two wolves and one dire wolf. Podrick uses *Ulftheonar’s wolf-spear* to slaughter a dire wolf. He flings the body into a second wolf, forcing it into the *field of tentacles* where it is crushed to death.

Having gained a taste for blood, the *field of tentacles* crushes the three wolves to death. This is enough to persuade the remaining two wolves to flee... but not for long, because Old Man Fish and Gallfred slaughter them.

Also, it turns out that Morgan survives being wolf-bitten. Oddly, this also means that she is at full health, though she is groggy for an hour and has a nasty scar.

It's very cold, so the characters set a fire and make camp. They don't worry about setting a guard because anyone who tries to sneak up on them will get captured by the tentacles and crushed to death. Their screams will wake the characters up.

Making camp isn't a cost-less experience: Gallfred's torches get ruined.

Unfortunately, Old Man Fish makes a mistake in skinning the wolves. The pelts are ruined. It's very sad. Podrick takes the remains and creates an acceptable wolf-meat stew from them. And fortified by wolf stew, Old Man Fish finally manages to fix his bow.

The Ley Road

The group continues south until they find the Ley Road, then turn West towards Pythorp. On the road, they encounter a group of four people dressed as pilgrims. They are also traveling to Pythorp, and they have an ox-hauled four-wheeled wagon with a large covered box-like structure.

Podrick hails them.

Their leader answers, "You come from the forest, but you carry no wood and don't look like lumbermen."

"We are a traveling band, yes."

"It is not seemly to enquire into others' business, so we will ask no more."

The pilgrims agree that the characters can travel with them. They say that they went out to the Ocean and saw the Oracle Tree. And they are bringing back a monster they encountered on the way back, a giant centipede. Everyone agrees that looking at the centipede would be interesting, but not a good idea.

Pythorp

The town is walled. There are apple orchards outside (though, no apples this time of year). The characters notice that there are some people whose job appears to be to cast salt onto the town streets. This would also be very consistent with the large open salt pit outside the walls.

Aside (to Gallfred): You notice these people have poisoned weapons and you suspect they are professional assassins belonging to the Order of Vilom. They carry daggers and darts. Typical poison carried by assassins is save or die stuff. Gallfred buys a dose of *Vilom drops* from them for his golden dragon head (DC 18, save or die).

The characters locate an inn and arrange for a bath. They notice that the bathwater (and just about all the water not specifically used to drink) is quite salty.

Gallfred immediately spends 15 gold on a room with a locking door, regular baths, and good food for a week. He hopes to see nobody for that time except for the inn staff. Even if there is some risk that over that time the rest of the group forgets about him, and he forgets about the rest of the group.

While Gallfred is sitting in his room, one of the inn staff sees his extravagant dagger and gasps. He says, "You're one of the Leddy family? Have you come back to reclaim the Black Manse?"

"Yes. Yes, I have. Tell me about the manse..."

"Well, the manse has stood empty for so many years! We haven't really had a noble ruler over the town since the accident."

"Yes, of course the accident. I know it well, but you might want to refresh my memories."

"The entire manse has stood empty ever since the entire family died! I'll leave you to your meal, but I'll tell you I wouldn't go there for all the money in the world."

Once the rumor spreads that Gallfred is in town to reclaim the Black Manse the fact that Gallfred tends to eat sitting on the floor to the light of a single candle and fades out into shadow whenever anyone looks away from him is just accepted as perfectly normal.

Gallfred is (it turns out) *actually related to the Leddy family*. It takes him a day or so to recall this (thanks to the *cloak of Cheret the Lost*), but he does pass that information along to the others.



Ned Wimbley spends a similar sum of money on pleasant living, though he doesn't try to be nearly as reclusive as Gallfred. Old Man Fish and Morgan pay for 3 days in the Inn.

The Leddy Estate

Podrick and Old Man Fish head out to the Black Manse (the old Leddy estate) to take a look at the place. It is South of Pythorp, set against the marshlands along the shores of Canter Lake. It looks very imposing, and very, very Gothic.

Old Man Fish offers, "I'd say we'll end up living there, except that it's probably full of snot goblins or something."

The End of the Session

Gallfred is trying to spend 10 days resting, but hasn't yet gained any of those benefits. The other characters are doubtless interested in doing other things in Pythorp as well.

Each character gains 6 EXP. Old Man Fish goes up to 3rd level.