

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

Chris has found a special new hell to involve himself in: his new house includes actual software, and he's been setting it up. Strangely, at least some of this has proven to be very easy and trouble free. This, until he encountered his new GE Stove. *Bruce* says nothing, because he's just thinking about the poisoned legacy of Jack Welch. *Paul* doesn't know who Jack Welch is, and he's happier for it.

Patrick calls in just in time to hear Bruce proclaiming the virtues of Speed Queen washers, largely because they do not have g-d apps.

Ernest doesn't have an opinion on appliance apps, mostly because he's hoping that someday Big App will pay him off. He is also fully aware that *Anyra's* fur has darkened through the course of her life.

Matt shows up later, because he has a life. Specifically, a life that involves climbing.

Tim is off traveling to Dallas, very near to where Bruce normally would be. Except that Bruce is in Minnesota, and he's happier for it because where he is 88F is considered to be "unreasonably hot".

Goblins! They Are Real!

Hemp the Weaver slaps *Gallfred Weasel* on the back one more time for feeling, commenting, "Nice place you got there!" There is nothing left of the Black Manse.

Gallfred doesn't notice. He's too busy recovering his *useful dagger* from *Old Man Fish*.

Then *Hemp the Weaver* suggests that he would like to go back to Fythorp and lose himself in a drug-induced vision quest. He thinks this is the best way to get closer to god, specifically to his nominal patron *Aphiel*. He has also clearly not learned anything from *Ned Wimbley's* experiences in the same vein. Or he did, and he's not concerned about consequences.

Extravagant and Useful Dagger

Functions as a +2 weapon. Also provides +1 to all Ranger outdoors skills. Lawfully aligned, with unknown INT and EGO. Prefers Old Man Fish to Gallfred Weasel as a rule, systematically migrates to Old Man Fish's gear sometime after Gallfred recovers it. Marked with the crest of the Leddy family.

The characters head back towards Fythorp. Along the way, they spot a group of goblins, leading a coffle of enslaved people. It doesn't escape the characters' notice that the slaves look a lot like pilgrims, similar to the group that the characters met earlier.



The characters resolve to ambush the goblins. Gallfred is almost impossible to restrain, because *shadeslayer* has special powers against goblinoids – and these are the first such that the characters have encountered.

As the group gets closer, they see that there are eight goblins, led by a ninth figure. The leader is huge, some eight feet tall, with a soft and pudgy look to him. They are escorting four prisoners.

Podrick fires at the leader, whom the others finally recognize as a bugbear. *Podrick's* arrow misses, prompting the bugbear to yell out, "I am full of bugs! And bears!" Then *Hemp* shoots the fellow in the knees with the *blazebow*, setting him on fire. Also, killing him.

One of the regular goblins falls, cut down from range by *shadeslayer*. *Hemp* shoots another one, hoping to prevent them from harming their captives. Then the survivors run for it, because their morale is none too good.

The characters approach the pilgrims, who indicate that they are making a pilgrimage on behalf of *Alar the Stormcaller*. They recently drank with his high priest and are headed towards Fythorp where they intend to meet with some of their fellow devotees and drink at the cider house. Gallfred recognizes them as old friends (of the Order of Vilom) and offers to accompany them, an easy ask because the whole group is going to Fythorp anyway.

Before the characters leave the area *Hemp* loots the dead bugbear. He finds:

- A wizard's spell book containing *find familiar*;
- 32 platinum pieces;
- 4 gems (each worth 4 gp)

Each character gets 8 platinum & one 4 gp gem.

A Quest from the Pilgrims

The group arrives in Fythorpe later that day. The pilgrims head to the Cider House (#18 on the map), and Gallfred goes with them, and meets the pilgrim *Zhi Rho*. They are the leader of their order, and they express some interest in welcoming Gallfred to their ranks as a pilgrim. The others are frankly confused as to why Gallfred would want to hang out with a bunch of storm worshippers, at least until Hemp observes that being a pilgrim would provide excellent cover for his thievery. Zhi Rho suggests that for Gallfred to join up should involve some adventuring in a ruined wizard's lair. Hemp notes that this makes as much sense as anything – the pilgrims appear to be so powerful that the idea that several of them could be taken captive by a pack of goblins is a bit hard to fathom.

Zhi Rho notes, "Some of our people found a token, a small 4" tall scrimshaw idol of a female form, clad in kelp and wearing a slim crown upon her head." He goes on to explain that this token is the key to the lair of *Shedankan*, a powerful mage who imprisoned many people. His lair was on a small speck of an island known as the *Lone Ait*. He wants Gallfred and his companions to find the Lone Ait and explore Shedankan's former home. Zhi Rho and his people specifically want the *Horn of Tudeans*, a coiled trumpet fashioned from mother-of-pearl and adorned with gemstones. Zhi Rho believes that it might be the path to even more fabulous treasures.

Gallfred accepts this quest and agrees to enlist his companions towards this end.

How Is Morgan?

The others head to the inn, in part because they want to check on *Morgan*, who may have undergone more strange magical transformations. She is unchanged (at least physically) and asks if the characters managed to find their fate. She observes that Gallfred is not present, asking "Did he meet his final fate?"

Hemp corrects her, explaining that Gallfred is just off talking to some pilgrims. He also notes that he (Hemp) almost became the bride of *Mammon*.

Morgan tells him, "You know that your fate is to be taken by a demon lord, and it is in your interest to have that happen as quickly as possible. We need to find you another demon lord."

Hemp notes, "I was really hoping to link up with Aphiel..."

Morgan turns to *Mordecai*, "What do you think? Would becoming an avatar of Aphiel fulfill Hemp's fate?"

Mordecai mostly confirms this.

Morgan goes on, "Your fate is not to be a mere worshipper of a god. Your path is to become a direct tool, a powerful agent, of a great entity."

Mordecai suggests, "We all have our masters."

"Indeed."

At some point, Gallfred joins the group, but nobody is really able to tell when.

Mordecai suggests that he could teach Morgan some magic – maybe she would like to become his apprentice? She is open to the idea.

Everyone decides that they would like to stay at the inn for a while. Gallfred has already paid in advance for a 10-day stay and has 5 days left – he moves back into his old room, in spite of the fact that the innkeeper has trouble remembering him. He also finds a dice game and wins 1 gp! And he hears a rumor: there is a religious singer of Alar named *Charmeine* in town. Alar is (among other things) a pirate god, and her songs are rather like pirate shanties. She performs in the public square, and her voice is powerful enough to make strong men weep and to fire a love for the sea in any heart.

There is also a small municipal crisis brewing. Today is the 13th of Tenebres. The holiday of Temptation's Embrace is in four days, and the town still does not have the two giant beavers required for the celebration. Mordecai may know why the beavers are delayed, but he's not telling anyone else.

Everyone sleeps well through the night.

Exploring the Cloaca

Just after brunch the next day, several of the characters take up Hemp's suggestion to go visit the drug den at the bottom of the Salt Pit outside town. He wants to take Morgan there, for whatever reason.

The first obstacle to this plan is the pair of gruff-looking dwarf guards at the edge of the mine. Hemp reads the dwarfs as being employed by the legitimate salt mining concern, rather than by the chthonic drug cultists. He pays them the standard bribe (1 gp) for passage. The one guard points at a path and tells him, "That way to the cloaca. You'll know you're on the right path when the mucus glows with a silvery light." Hemp and Morgan go where the guard is pointing.

Gallfred follows the two of them down. He doesn't remember who he is right now, and they seemed to have a direction.

Lower down into the pit, Hemp sees a wide hole ripped into the side of the mining works, dimly lit by a strange oozing slime. He looks at the glow and finds it comforting. A thin layer of mucus covers the floor. Strands of the stuff drip from ceiling to floor, some thin and some as thick as a man's arm. He moves into the cave past a stairway leading up. Near the stairs, Hemp sees a chasm down, piled with sodden blankets and mattresses. He heads down the ledges of the chasm with Morgan and Gallfred trailing behind. As they go, the characters see bodies down below, emaciated but emanating a sense of placid

calm. Gallfred checks one and finds that the man is dead, probably due to dehydration, and has no valuables on his person.

Hemp continues on, calling out for anyone still alive. He hears a response coming from a natural bridge. Six figures clad in robes and sleeping caps crouch there. One answers, his voice slow and lazy. Two of them seem to be perennially snoring (though they are still awake). They move in a languid, fluid way. They gesture to Hemp. All six are carrying spare sleeping items – pillows, blankets and so on.

Hemp asks, “Hey guys, how’s it going?”

One answers, “It is so annoying to be awake right now. Would you like some narcolampreys?”

Hemp is taken aback, “Say what?”

“They’ll help you rest. We have some here.” The cultist shakes a pot. Something swirls around inside. “This will give you the best dreams.”

Hemp questions the six, “Who is in charge down here?”

One cultist answers, “Slooz.”

Hemp wants more of an answer, “Is he the boss, or some kind of god? Do you worship him?”

“We don’t worship him. Snuggoo is our patron.”

It develops that these cultists are only low-ranking cultists, that there are larger narcolampreys with the higher-ranking cultists. Also, it is possible to obtain *lamprey milk* from the higher-ranked *Comatotes*. They can be found up the stairs.

Hemp goes up the stairs. He finds six Comatotes tending over three giant stone troughs containing narcolampreys of remarkable size. He has a slow, almost comatose conversation with them about how they feed sleep essence to the narcolampreys, then separate their essence out into dream frequencies that can be sent to Snuggoo. But they also have lamprey milk, which provides the best sleep possible.

Hemp offers to [trade food](#) for lamprey milk. The lead Comatote takes him to a cavern and a temple. The natural stone is almost completely obscured by padding and pillows. At the end of the temple there is a huge idol of *Snuggoo*, something built almost entirely out of pillows. It looks like a giant muppet. Around it, there is a huge pool of mucus. Ten ranking cultists attend the temple. One of them offers Hemp the *narcolibre* to contemplate during his time in the temple. Around the temple there are multiple people sleeping or relaxing, watched over by Comatotes.

Hemp finally manages to get two doses of lamprey milk and considers himself fortunate. Gallfred tries to pick the pocket of a Comatote and finds that they carry nothing of value (though they do carry plush garrotes, which Gallfred thinks is pretty hardcore for these guys).

Hemp and Morgan leave with their drugs, though they are troubled by a faint memory that there was someone else with them. They can't remember who until Hemp sees a shadow nearby and calls out to it. Gallfred answers, and the mystery is solved.

Brave Beaver Hunters!

Old Man Fish, Mordecai, and Podrick decide to go out hunting giant beavers. They [purchase nets](#) and feel like they are well-qualified for their task. They head out and spend the entire morning looking for beavers. They find nothing.

Podrick asks Old Man Fish, "Should we continue? Or head back to town?"

"Well, I'm a ranger. I've got nothing better to do."

They continue searching through the afternoon, finally locating a pair of giant beavers. Then it turns out that only Podrick decided to buy a net. Also, the giant beavers prefer to run away from the characters rather than charge them. Podrick's net throw goes wide, and Old Man Fish's arrow shot is frustratingly short. Then Mordecai casts a *death ray* at them. He kills one giant beaver straight out and leaves the other one enervated and shriveled. On the plus side, this does slow the creature down enough that Podrick is able to tackle and grapple it.

Podrick and Old Man Fish tie up the surviving beaver for transport while Mordecai harvests pieces from the dead one for later summoning spells. They bring the creature back to Fythorp and donate it to the Mayor and his apple-picker faction. When the people of the town see what the characters have brought, they become very excited: "Huzzah! We will be able to hold the traditional musk-slapping!"

Mayor Glasstock Ironblade is a solid-faced dwarf. In spite of that handicap, he congratulates the characters for their good deed and asks how he can reward them. Podrick turns down an opportunity to participate in the celebration. He fears that the Mayor might follow up by offering him his choice of daughter to wed. He is even less happy to hear that the Mayor will announce that the Night of Temptation's Embrace has been sponsored by the *Knights of Lushnia*.

Old Man Fish discovers that the townsfolk extract the musk glands from the beaver (after it... perishes) and use the musk to create a substance called "nog". The townsfolk dip switches into it and chase each other around. Hitting someone with a switch is a way to signal an interest in spending a passionate fortnight with them.

Meanwhile

Gallfred spends his day bathing, then plays dice games in the evening. Strangely, he wins. Even more strangely, he wins an object: a beggar's crutch that contains a hidden garrote (the handle and the body separate, revealing the wire) and a hidden poison chamber. He does not question at all that he wins this item from one of the itinerant pilgrims.

Hemp the Weaver and Morgan both drink a draught of lamprey milk. They sleep for 13 hours and have very strange dreams. Hemp sees a message from a burning angel of Aphiel. The angel tells him (through

visions) that the mortal sorcerer *Glipkerio* has taken over a mountaintop sacred site and turned the power there to his own ends. Then he manages to merge his dream with Morgan's, leading to a night of strange and passionate visions. In the morning, she tells him, "I know that you are fated to the gods and that our time together is limited, but it has not been unpleasant." Hemp resolves to have the phrase "Not Unpleasant" tattooed on himself.

Mordecai tries to convince the others to guide him down to the Temple of Snuggoo, but everyone else is busy. Or unconscious because they're tripping on lamprey milk. Mordecai goes to the temple on his own. The cultists are perfectly willing to deal with him and sell him a draught of lamprey milk for 10 gp, and a bottle containing juvenile narco-lampreys for another 10 gp. The Snuggoo cultists also provide him with a lot of disturbing care-and-feeding instructions for his new pets: to grow, they need to be introduced into a host. From there, they consume the host's dreams and eventually burst out of the host's body (inflicting 1d16 damage...).

Around that point, Mordecai decides that there's only room for one cult in town and it needs to be his. He casts *gourd puppetry* upon several of the bodies down in the chasm, transforming them into a monstrous 9 HD undead flesh blob. He orders it to rampage through the Temple of Snuggoo and kill everything it can find. It turns out that the plush effigy is actually Snuggoo, and that it is substantially more powerful than his monster. There is a titanic struggle, but eventually his creature gets squashed (though not before a lot of sleep cultists get mangled). Actual awareness of this whole catastrophe up in Fythorp remains fairly low: the good townspeople aren't that interested in the doings of weird cultists in the bottom of a mine.

Failure to Mobilize!

On the morning of 15th Tenebres, Mordecai does his best to persuade the others to venture down into the salt mines to kill Snuggoo. His appeal falls upon deaf ears: nobody, not even Podrick, is interested in trying to kill the demon voted least likely to emerge from his temple and cause trouble. Mordecai also tells *Lady Skeam* about the creature, but the undead aristocrat has her own plans in play and doesn't want to complicate them with side ventures to deal with unthreatening sleep and laziness demons.

After that, Mordecai goes to talk to the priest of Alar, hoping to learn something about the *Carnifex*. He finds that the priest is happy to tell him all he knows, as long as he can win a drinking game. He spends most of the day drinking with the priest and learns that that there was once a town and a temple at the site, though that hasn't been the case for years. The priest has heard that the site is now used by a pack of goblinoids as a base. The actual temple of the *Carnifex* is probably underneath the visible site. Back when it was active, the Temple of the *Carnifex* embraced suffering and the transience of the mortal state. Its cultists were drawn from the most degraded members of society, and the cult served the Overlord as executioners and torturers. He thanks the priest and suggests that the town of Weebrook could be in the market for a significant upgrade in religion – they've recently been plagued by tentacle cultists.

Podrick seeks out *Sybbyl Talonthrone*, the *Jopha* priestess who bears the marks of evil. He finds her writing a sermon. He tells her about the "situation" down in the mines. She knows all about the sleep

cult but hadn't heard about the recent massacre. She suggests telling the Mayor and identifying those who perished. The Mayor is happy to hear from the two of them and promises to assemble a committee to consider the matter. Sybbyl is more than satisfied with this response, though Podrick suspects that the committee might not recommend the kind of dramatic action he would favor.

Later in the afternoon, the Mayor reports back that the people who have disappeared into the salt pits are the vagrants and malcontents from the town. He sort of wants to investigate, at least to collect the corpses, but the priestess of Jopha suggests that those people have followed their own paths and may not be worth the effort. By the end, as one of the famed Knights of Lushnia, Podrick ends up volunteering to investigate.

Gallfred goes to the Cider House to talk to his pilgrim friends about... normal things. They offer to let him help them milk the centipede. He is very helpful, and they give him a gift. A DC 12, 1d12 injectable gift. He stores it in the handle of his new cane garrote. He is so pleased that he buys even more "cider" from them.

Fresh from his vision quest, Hemp the Weaver goes to speak to *Father Michael*, the aging and rumpled *Findire of the Staff* priest out at the shrine under the largest tree in town. He asks about the sorcerer Glipperio. Father Michael knows that the sorcerer's patron is *Obitu-Que*. The priest had heard that Glipperio wanted to use an amulet that could give him control over the time flow, by using it to summon a *time demon*. He doesn't know what Glipperio's desires are, but he does know that the gods will strike down any mortal who seeks to control time. Surely, they would smile upon anyone who goes to shank the fool. Unfortunately, Glipperio controls both the *cro-mantic amulet* and the *coprolite club* that his patron gave him. In thanks, Hemp gives the decrepit priest 10 gp worth of valuables and trinkets.

The End of the Session

The session ends with the characters still in Fythorp, musing upon what their next steps should be. Each character gains 5 EXP. Mordecai gains +1 LUCK because he has been sowing chaos in the town.