

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, Patrick, Ernest, and Tim all show up on time. *Matt* makes his entrance somewhat later, and it is appropriately dramatic. Or so I assume – *Bruce* wasn't there at all. Reasons, you know.

Ernest says beware French movies featuring the Dickcapitator. Chris complains about the delays of home builders. Tim tells everyone about the wonders of a new drive thru iced tea chain which is like a coffee shop but for iced tea.

Can't Get Enough of Creepy Columns

The PCs go back to the creepy column room, because *Podrick* looked at the map and it shows some sort of point of interest there, and they all spend some time looking around.

Ned notices that each column has a face with an open mouth, so the group tries feeding wafers to the columns. Suddenly a door in the north wall moves aside revealing a hidden entrance to Level Two! Everyone troops down the stairs downward.

A Deceptively Peaceful Balcony Room

The stairs down lead to a room with a crumbling balcony that overlooks a large room. There is a slow methodic drumming, and flickering light from sporadic torches. There is a stairway leading up to the balcony, and what might be statues up there. *Old Man Fish* notes that the room is covered in lichen, and creepy crawlers live in it (slugs and bugs and such) which are larger than normal, and mutated looking. The PCs enter to investigate further, and the drums suddenly stop.

Then there is violence! Sudden violence! People on the balcony start throwing javelins down at the PCs!

Rude!

Ned casts *enlarge* on *Podrick*, increasing his size by 50%. *Old Man Fish* sneaks into the room. He can only make out silhouettes from the upper floor, so he flings a torch at them. He reveals mutants in post-apocalyptic armor and spiked club. They are labelled as "Swords of the Pious" on the battle map.

Mordecai shoots one with a *death ray*, which seems like a sensible choice, all things considered.

Podrick charges up the stairway.

One of the Swords of the Pious runs to meet Podrick on the stairs, attacking with a spiked staff to no effect. Another two continue throwing javelins, but also miss their targets. Oddly, none of the so-called "Swords" are actually using swords.

Hemp the Weaver fires a flaming arrow into one of them, nearly taking him out in one blow.

Ned Wimbley casts *magic shield* on Old Man Fish, giving him +4 AC. His spell also causes a field of flowers to sprout, but the local magic causes the flowers to be mutated and larger than usual.

Old Man Fish shoots an arrow, but it goes wide.

Mordecai tries casting another *death ray*, ending one of the Swords of the Pious.

Podrick slashes into the Sword of the Pious on the stairs, sending its body falling to the floor below.

The remaining Sword of the Pious flings a javelin at Hemp the Weaver, who almost gets hit! Hemp responds with an arrow that kills the poor bastard.

Upstairs, the PCs find a large drum (maybe made from human skin) and 20 makeshift javelins. The drumsticks appear to be made from human thigh bones.

The room has a hallway leading north (from upstairs) and two more doorways going south (in addition to the door the PCs came in from). The north hallway is overgrown with roots and lichen. The two southern doors are screened off by roots and overgrowth.

South Is Harder. We Go South

Everyone goes back downstairs to investigate the southern doorways first, but Podrick notes that there are sounds of more people to the north. The PCs shrug and start cutting through the southeast door, while Hemp keeps watch for attackers from the north.

The southeast corridor is virtually impassible from the overgrowth. Podrick perseveres, hacking his way south, and discovers a pit trap! The hard way. He lands in the room from last session with all the roots and stuff. He takes 5 damage.

Podrick climbs back up and continues south, finding a secret altar room. There's a design of a three headed raven in the floor (Carnifex!). The walls have a mural of an army of skeletons herding living humans into a cave. Investigating the altar, Podrick and Mordecai find what looks like an old funerary shroud, size of a small bedsheet.

Old Man Fish finds a part of the mural is made of clay, and he starts digging into it with his clay digging dagger. He uncovers a 4" diameter hole in the wall. Just big enough to insert your hand... So he reaches in and finds a ring to pull on, which causes the mural to twist and move aside! Old Man Fish looks around in wonderment that he didn't somehow lose his arm.

The PCs find an alcove with a golden box, 3' on a side, covered in artwork for Carnifex.

Ned warns everyone "if Mordecai opens that thing, don't look directly in it. I've seen this movie"

Mordecai decides to investigate the box in spite of Ned's warnings. He is briefly overwhelmed with waves of melancholy. Then he begins giggling and tries to open it with brute strength. He rips the front face off, revealing three drawers.

- The top drawer contains a ceramic vial, with a wax stopper showing crossed swords.
- Middle drawer has three silver flasks, with corks stamped with the three eyed raven
- Bottom drawer has a book protected with a cumdach, a platinum clasp with three locks, and three runes for the three eyed raven

Ned and Hemp discuss using javelins from the other room to make a palanquin to haul out the gold box, since it could be worth thousands of gold pieces once melted down.

Old Man Fish picks up the burial shroud, which triggers a sleep trap. Mordecai and Hemp promptly go to sleep. Then they start to age: sleepers age 1d12 years per round. Hemp ages 11 years, and Mordecai ages 1 year. The three conscious shake the other two awake before they can age further. Mordecai and Ned investigate the shroud and determine that it's a cursed magic item that benefits chaotic wearers, and harms lawful ones.

Ultimately, the party leaves the Very Heavy Box in place and goes to investigate the SW door. They discover it's been chained closed, from the side the PCs are on currently. Everyone concludes that the javelin throwers were stationed to wait for something to come bursting out of this room.

Fish listens to the door, and hears an old man muttering "you think you're better than me? we're all just pawns! just pawns!" Fish tries to communicate, but the man is apparently too deranged to respond with anything but "we're all pawns!"

Podrick pries the door open with a crowbar. An overgrown hallway leads to a chamber with a cloaked figure huddling over a dying fire, in a small chamber covered in hundreds of runes.

Ned pre-emptively casts *magic shield* on Podrick, scoring a critical success! +4 AC and DR/10 vs missiles for 2 hours.

Podrick, Ned, and Fish enter the room. The old man triggers a trap that would do 16 ranged damage to Podrick, but he only takes 6 of it. Then the old man tries to flee! Podrick stabs him. The hermit dies.

Podrick says "huh, I thought it would be harder."

The two wizards investigate the runes, and Mordecai determines that it's mostly broken phrases and not obviously useful.

- "mad archpriest, scion of the light, a little more blood now, seven of eight" The seven of eight might refer to the chamber itself, where only one eighth of it was safe from the spear trap.

- "Goddess of death, has the raven flown her coop?"
- "Azazel's the mad one, bleed the light out of him"
- "The 3 headed raven watches over her, some doors you just don't open"
- "we all live forever, buoyed by the light"
- "Roots feed off Azazel, the rats off me"

There is a brief discussion where Mordecai reveals the purpose of the quest: he found out from *Lady Skeam* that the king is sending an army of undead to march on Fythorp, and he can stop them with the power within this crypt, by taking control of the army and sending them back on their creator. The rest of the party suddenly feel much more motivated

Back to the north corridor!

The hallway is wide, but overgrown. There are torches spaced sporadically. There are seven figures lurking among the vegetation. Fish yells "ah! Morlocks!"

Ned casts *field of tentacles*, entangling all but one of them. They all take 3 damage.

Old Man Fish advances forward, shooting an arrow into one of the pious (not "Morlocks"), doing 1 damage.

Mordecai advances and *death rays* one of the pious. Three of them eat a bolt (14, 12, and 9 damage). The first two die, the third survives but catches fire.

Hemp shoots the one on fire, putting it out of its misery.

The remaining pious try to break free of the tentacles, and fail, taking 2 more damage for their trouble.

Also, a couple secret doors open, revealing pious reinforcements! They run right at Ned and Hemp. There's 10 coming from each door. One attack hits Ned, dealing 11 damage. Ow! He has 4 hp remaining. None of the attacks hit Hemp.

Podrick turns around to help Ned, but spends the entire round moving through the obstructing roots instead. Seeing that no help is close by, Ned panics and casts *enlarge* on himself (+4 to hit, damage, and AC, plus 10 temporary hp). This causes the tentacle spell to end.

Old Man Fish enters a berserker rage, and charges one of the pious, backing up Hemp. Mordecai sprays out three more *death rays*, hitting the recently released javelineers and killing three of them. Only one javelineer remains, but there's still 20 melee pious trying to enter from the secret doors.

Hemp gets ready to do some melee archery, Legolas style. He pins one of them into the doorway, hindering the traffic of his allies. However, the fighters from the left side come filing out, so there's now a total of six of them in melee range. Several of them try to murder Ned and Podrick, but due to multiple buff spells, both of them enjoy ACs out of reach of the pious.

Podrick responds by hacking into a pious, wounding him grievously. Ned finishes the creature off with a stab from his magic dagger, *Pestis*. Old Man Fish flails at a pious, but does not land a blow.

Mordecai realizes that the last javelineer has run up into melee range with him. He decides to make lemonade out of monsters and uses the creature's life force to cast *magic missile*. He summons four missiles, killing the last javelineer and wounding two of the melee fighters, killing one of them and leaving the other at 1hp.

Hemp moves to block the doorway with his shoulder, and finishes off the wounded pious, knocking him back into his fellows to disrupt their attacks.

The current status of the battlefield has 7 pious in the left corridor, 8 trapped in the right corridor, and 3 in the main hall engaged in melee. Then two new fighters enter from the north: *Azazel of the Light* and the *Justicar*. Azazel takes the shape of an armored knight radiating light. There is a sunburst heraldry on his shield. He yells "I request a parlay with your party leader!"

Mordecai yells back "what is there to discuss? Carnifex demands your death!"

Old Man Fish stops raging long enough to make a confused noise. Mordecai whispers "trust me bro, it will make sense later"

"If you accept this parlay, my pious will cease their attacks upon you"

Ned yells back "okay, we can parlay"

The pious don't get the memo though keep attacking. One of them crits Podrick, smashing him in the nose for 8 damage.

With a battle cry of "we're trying to parlay!" Podrick stabs the pious in front of him, killing the creature.

Ned yells "we are betrayed" and stabs a pious for 10 damage.

Old Man Fish rages into the pious before him, dealing 5 damage.

Mordecai attacks with suicidal recklessness. He shoots *death rays* at Azazel, dealing 22 damage. Parts of Azazel's body appear shattered, with light pouring out. Also, he's on fire.

Hemp keeps the right-hand door jammed shut with his body and fires an arrow into Azazel dealing 12 more damage and causing the fire to burn hotter.

Azazel the Light strides forward into melee range with Mordecai. The pious seem bolstered by his proximity. The pious in the right hand hallway finally manage to knock the door down, swarm out, and spread lots of attacks around. None of them manage to connect (this round).

Podrick dispatches another Pious in the main hall, while keeping the left hallway blocked with his body.

Ned stabs another pious to death, stealing Old Man Fish's kill.

Old Man Fish goes charging at Azazel, suffering a couple attacks of opportunity to do so, taking 9 damage. Then deals 8 damage to Azazel, who is somehow still standing.

On Mordecai's turn, Azazel's shell succumbs to the flames. Everyone in 50 feet has to save fortitude or be knocked unconscious. Fish and Podrick remain standing, while Ned, Hemp, and Mordecai drop. All the remaining pious drop to the ground, writhing in pain, as their bodies age rapidly catching up with their 200 years down here. The unconscious people stay asleep for 2 hours. After waking up, all PCs gain 1d4 permanent hp, and 1d3 to their Luck score (their max luck, not just their current luck).

Looting the Justicar, the PCs find the *Mighty Headsman Sword* (an executioner sword, with a symbol of Carnifex on the pommel. It requires a 16+ strength score to wield it. Podrick passes on account of it being almost certainly chaotic. Mordecai claims it as soon as he wakes up. (it is a two handed sword, +1 to hit and damage, and +2 on critical hit rolls.). Justicar was wearing scale armor. It goes in the party loot list.

Azazel's body left nothing behind but dust.

The Pious Barracks

At the end of the big hallway is a large chamber (maybe an old temple?), with nearly 2 score sleeping pallets surrounding a fire pit. Makeshift javelins and armor lie in piles. There is a towering alien idol in the far wall, stuffed with black moss. Everyone immediately sets to searching the room for valuables. They find 5 casks of oil from rendered rat fat and tree sap.

Podrick investigates the alien idol, wondering if it's a normal statue covered in weird gunk. It's wet and oozes slime. A gold-plated decanter sits at the foot of the statue, collecting ichor. The ichor gives off a soft glow and seems to invite people to imbibe it. Podrick does NOT. He tries chopping it apart and discovers it's full of sacred items of Carnifex glommed together with goo.

Mordecai collects a couple flasks of ichor ("ichor vitae").

The Loot

- a gold chalice set with semi-precious stones (25 gp);
- a handful of gold death's-head rings once worn by the cult's assassins (7 rings, worth 5 gp each);
- a silver figure of a three-headed raven (45 gp);
- a silver coffer (worth 100 gp) spilling over with 555 gp; and
- a platinum-chased headsman's axe. The axe is an enormous two-hand-ed weapon, unwieldy in combat (-1 to hit) but capable of inflicting devastating wounds (2d6 damage).

The Lower Grotto

Off to the side, a doorway leads away from polished hewn stone into a natural underground grotto. In the grotto is a large (5' tall) worm statue clutching a ruby in its beak. Another set of stairs leads even further down.

There are candles around the room, sparking with weird colors.

Mordecai notes that the candles look like congealed ichor from upstairs, mixed with the rat fat.

Ned points out that the candles are here to bond the goddess Carnifex and extinguishing them would get the favor of the goddess.

Mordecai and Ned set to extinguishing the candles. Hemp puts one out as well. A howling wind blows from the south, lasting for 1d16 rounds. When the winds die down, Mordecai has gained +1 luck from the gods of death.

The Chamber of the Seal

To the south is a room with 7 runes made in ichor-wax. Mordecai suggests destroying the seal, and Hemp argues it's a bad idea. There is a pool of water on the floor, with three skeletons submerged in the water. Each wears a holy symbol with a radiant starburst. Ned deciphers the runes: "Death - Bound to the Pit by the Sacrifice of four noble lives: Liaf, Bauherm, Magin & Azazel"

Everyone debates whether to destroy the seal, so Ned decides to consult his Goblin Dice to cast augury. They say "woe;" releasing the goddess would be bad for the PCs.

Back upstairs, the PCs debate how to retrieve the three gems from the statue.

Ned inspects the statue with his wizard senses, but rolls a natural 1, thinking it's totally safe. He demonstrates by plucking the gem from the worm's beak, which then snaps shut! It would do 1d12 damage and sever 1d4 fingers, but Ned narrowly makes his reflex save.

Hemp watches this performance. He shoots an arrow at a gem in the statue's hand, rolling spectacularly well and knocking a ruby effortlessly and safely out of the claw.

Mordecai grabs the gem from the other hand, since apparently only the beak was trapped.

Having all three gems gives the bearer a bonus to invoke Carnifex (which nobody does) or fight her enemies (which have already been killed). Mordecai thinks he can use them to command undead though. Mordecai claims all three gems.

The End of the Session

Each character gains 8 xp. Chaotic characters get +1 current luck for defeating a powerful law creature. Everyone gets a gold deaths head rings (worth 5 gp) (even Gallfred).