

# 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

Today's group is limited to only *Chris*, *Patrick*, and *Tim*, with *Paul* in firm control as usual. *Bruce* is out on the road, driving back from the soon-to-be frozen Northlands. *Matt* is attending to his mental health by communing with nature, or at least the parts of it that he could fall from. So, danger assists in achieving a state of mental balance? Who knew? And *Ernest* is off doing something, no telling what. After all, he is a National Man of Mystery who hopes to make the break to International soon.

After lunchtime, *Matt* turns up. He explains that his mental health is strong, well beyond the power of some mere orbital battle station. The others suspect that some ghostly presence might be putting words into *Matt's* mouth.

## Away from the Goblin Lair

The PCs exit the goblin lair, climbing down rickety stairs and decaying rope, and flee east to leave before the vampire goblin reforms and possibly seeks revenge. The goal is to book it for Fythorp and rest and recuperate.

That night, the group makes it to a campsite across the river from Fythorp. After breaking camp, Fish is confident the group can make Fythorp by nightfall.

## Ogrish Drug Den

That night, Podrick keeps night, and rolls high on his PER test! If there's a random dragon encounter, hopefully there will be plenty of warning.

It develops that the problem is not dragons, it is ogres! Podrick mutters "yeah, those are on the 'avoid' list." He finds that there is a dip in the landscape, an almost hidden grove in the landscape. There are deep heavy footprints in the grove, with lines in the dirt where a cart has been dragged. Fish successfully identifies the tracks as Ogre feet, but he's not sure what purpose they're using the area for. He's not sure how many, but definitely several of the brutes. Unlike Sandpeople, they don't travel in single file to hide their numbers.

The cart, however, is normal sized, so probably a stolen human cart.

Ned thinks the group should send a scout, if only there was a sneaky person in the party. He has vague memories of such a person but is not sure.

Old Man Fish protests that he is plenty sneaky. Rangers get some thief skills as a sideline, so he goes forward to scout the area. He finds several crude tents, foul smells, and stacks of barrels and crates of stolen goods, including some spilled greenish powder. He decides to steal some powder as a sample, then head back with his prize.

As he creeps forward, he overhears the ogres complaining about their current operation: "What is all this stuff? It not treasure, why we take?" "Masked man will give us treasure for it."

Fish shrugs, gathers some powder in a cloth, and then creeps back. He reports there's at least two ogres.

Ned inspects the powder, and accidentally inhales some. "I think this is some kind of druuuuugggg...." and then proceeds to absolutely trip balls.

Ned hallucinates giant spiders emerging from the shadows, so he yells a warning and books it.

Podrick and Fish look around but cannot see any spiders.

Ned casts *magic missile*, sending four magic bees zipping into the woods, then yells "Oh no they're immune to magic!"

Somewhere nearby, an Ogre asks "spiders?"

Podrick calls on his magic crossbow to see invisible creatures, but still cannot see the spiders. He notes that Ned is now writhing on the ground, clawing at imaginary spiders, and his pupils are now his entire eyes. He's not entirely sure this is different from Ned's usual behavior.

Fish runs over and douses Ned with water, hoping to either wash off the drugs or snap him out of it. This actually works! Ned starts to sober up.

Then the ogres show up. Ned asks, "are those real?"

Fish answers "yeah, unfortunately." So, Ned goes back to the hold standby, and shoots an Ogre with *magic missiles*, lighting it up with three bees. Podrick follows up with a crossbow shot, but fumbles. He nearly trips over his own weapon. Fish also takes aim and fires at the same ogre, and his arrow fails to penetrate it's thick hide.

Ned casts *enlarge* on Old Man Fish, while the face in his belly casts another *magic missile*, finishing off the first ogre and wounding a second.

(then Tim's lunch arrives, and notes get less blow-by-blow. By the time Tim finishes eating, all three ogres are dead, and Matt has joined the game)

The characters decide to go investigate the ogre camp in more detail and finish off any remaining brutes. At some point, Ned mentions that the drug is probably "powdered dream leaf" which grants powerful visions, and sometimes madness

The ogre camp includes a total of three tents, so the ogre menace seems to be dealt with. The PCs find a lot of extra drugs when searching the tents. Fish hooks his horse Matilda to the stolen cart, and the group loads it up with stolen ogre loot.

Old Man Fish notices a masked man watching the party from the distance. He yells out "HEY! Do you want to buy the stuff off of us?"

Mordecai is curious about the Masked Man's motivations, "Who are you?"

The Masked Man answers, "I am but a simple monk"

Mordecai isn't convinced. He challenges, "Of what religion?!?"

The Masked Man responds, "Um..."

Everyone suspects that this might have been the kind of answer that would have instantly convinced the missing *Gallfred* of the Masked Man's bona fides.

After some negotiations, the characters agree to transport the drugs into Fythorp, in return for the Masked Man serving as a fence for them with the local thieves guild ("the cider house")

## Arriving in Fythorp:

The PCs arrive in Fythorp, and now they have contacts with the Cider House.

Podrick reminds everyone "everyone, buy a horse." The group was also planning on buying a cart, but just got a free one from the ogre camp.

Riding horse, saddle, bit and bridle, and 2 saddle bags cost 111 gold

The group goes ahead and sells the ogre pushcart and buys a proper 4-man cart for 40 gp, along with a couple mules to pull it. Ned spend 100 gold on material components for casting Runic scrolls, and creates a scroll of Block, which can be used to magically lock a door later. Podrick buys a warhorse with chain barding, spending about 800 gold for it.

The thieves' guild also unlock the tome bound in a cumdach. It is the *Grimoire Nex*, an exhaustive catalogue of foul rituals to contact various demons, devils, and other outer beings. Mordecai claims the book.

Podrick seeks ways to cleans the *Helm of Chistu*. He asks a local holy woman for advice. She directs him to a shrine that can help, but sadly it has been corrupted and taken over by monsters.

"Of course it is", sighs Podrick.

## The Shrine of the Bethines

*Ovrun the Healer* was a traveling healer, fought the demon Zeron, and won, but got corrupted and became a traveling villain. Eventually, knights of the Order of Lushnia killed Ovrun, and sealed his corpse in a shrine of Bethines. Over time, this corrupted the shrine, because of all the demon taint. It is located due south of Wymoor. Cleaning the shrine will require about 8 hours of prayer over the waters of the well at the center of the shrine. Also, killing a bunch of monsters

Podrick also warns her about the incoming undead army, and decides to start sending letters to wayward branches of the Order of Lushnia to seek help.

## Other Activities in Town

Ned spends some downtime mingling with the town's population of wannabe adventurers, trying to make contacts should any of them eventually pop up with class levels.

Fish spends some downtime indulging in a Very Nice Meal, because it's good for his soul.

Mordecai spends his evening reading the Grimoire Nex, which requires a saving through vs madness. Making the save costs him some luck, but he gains a +3 to invoke spirits of death (like his patron spells) or command undead. However, each use of the grimoire automatically inflicts a level of corruption. Mordecai now has a luck of 4.

Ernest arrives! Hemp goes to the thieves' guild to liquidate some of our loot.

Note from the GM: it is NOT a thieves' guild. It is a cider brewery run by pious monks who just happen to deal in stolen goods.

and selling poisons...

and drugs...

and run a gambling den...

and teach their members lockpicking...

ANYWAY - current party loot

- 4 gallons moonshine
- 8 bolts of rare silk (50gp each)
- 11 casks foreign wine
- 10 longswords
- Giant gold box with ark of the covenant carrier (2,500 gp)
- wizard's spellbook - *find familiar*
- gold chalice set with semi-precious stones (25 gp)
- a silver figure of a three-headed raven (45 gp)
- a silver coffer (worth 100 gp)

- a platinum-chased headsman's axe. The axe is an enormous two-handed weapon, unwieldy in combat (-1 to hit) but capable of inflicting devastating wounds (2d6 damage) (50 gp)
- dwarf sized full plate
- 46 pieces of swamp jewelry worth 148 gold
- bronze torc gold wire 35 gp
- lizardman beads - 14 gp trade goods
- 6x shortbows (25 gp)
- 4x short swords (7 gp)
- slaver axe
- dagger
- buckler
- radiant starburst w/platinum and ruby holy symbol 150 gp (swallowed by Gallfred)
- random alchemy vials
- otherworldly green resonating mineral
- otherworldly black very hard mineral
- barrel of rum
- silver wolf pelt 250 gp
- medusa mask - 50 gp
- iron mask - 50 gp
- cart and 2 mules

Hemp assigns the Iron Mask to Ned Wimbley, and the Medusa Mask to Morgan.

Mordecai claims the spellbook of Find Familiar.

Old Man Fish buys the golden chalice from the party loot.

After selling loot, everyone is awarded 758gp each (mix of coins and gems)

Old Man Fish purchased for party: 4-man cart for 40gp, 2 donkey for 16gp, 6\*Canvas hammock 30sp, Block and tackle 500lb limit for 5gp, Sewing Needle 10 for 50cp, Sewing Thread Spool 10 for 50cp, and Shovel\*2 4sp.

Hemp commissions a tiny suit of armor for Zipzap. Hemp names his horse Wildfire.

Podrick refuses to name his horse, in to improve his chances of crossing a desert.

Old Man Fish's horse's name is Matilda

Ned Wimbley names his horse You Bastard

Mordecai names his horse (tbd)

The party dares Ned Wimbley to eat the weird minerals. He shrugs and goes for it.

Ned eats some resonate green minerals, and starts emanating a humming music. This causes nearby rocks and coins to levitate, and he gets +5 to personality tests. It lasts for 1d4 hours. Also, once an hour he can emit a sound wave knocking back creatures in a 10-foot radius.

Ned eats some of them black mineral, causing his blood to turn black for 1d4 hours. Every time he takes damage, it will grant +1 AC from hard crystalline scabs (max +3), but then when the effect expires, the scabs crumble dealing 1d6 damage.

### Resonance Echo

The player begins to resonate at the same frequency as the mineral, creating a strange, musical hum that reverberates from their body. This resonance has a few unpredictable side effects:

- Small objects (stones, branches, coins) vibrate and occasionally float near them.
- All charisma-based checks have advantage while the resonance lasts (1d4 hours), but they also attract unwanted attention from curious creatures within a 100-foot radius.
- Once per hour, they can emit a soundwave that knocks back creatures within a 10-foot radius for 1d4 damage, though this tires them (requires a DC 12 Fortitude save each time to avoid exhaustion).

### Stoneblood Transformation

The mineral fuses with their blood, which darkens and gains a gritty, mineral quality. For the next 1d4 hours, whenever the player takes damage, their blood solidifies into hard, black crystals around the wound, preventing further bleeding and granting +1 AC for each wound (up to +3 total). After the effect fades, the crystalized blood crumbles painfully, reducing the player's maximum HP by 1d6 until they rest. Additionally, they experience dark dreams hinting at ancient secrets hidden within the earth, leaving them curious but haunted.

### Evening and Morning In Fythorp

Everyone sleeps in town at the inn and gets a bath while the getting is good.

The next day Hemp and Podrick go to talk to the mayor about the incoming undead attack. Then they negotiate work to act as caravan guards for the town's wealthier non-combatants as they flee to Weebrook.

Mordecai inspects his magical gems, and then goes to the docks to get a boat ready. There is some sort of plan to sail onto the lake and scout for boats full of undead and/or Mormons. He spends the morning on a fishing vessel out on the lake and tries to sense the presence of undead. He doesn't detect anything. He concludes that we have some time.

Ned Wimbley spends the morning resting so he can recover some hit points.

Old Man Fish consults the local dwarven apple mine, also to prepare for the invasion. The foreman is named *Brundak Saltbraid*. He has a long salt-encrusted beard. Old Man Fish bribes him with a picnic

basket full of snacks. hearing about the undead army, the dwarves immediately start mobilizing defenses.

Ned Wimbley spends the afternoon carousing. He hears a rumor that the guard tower in the center of Cantor Lake used to be a lighthouse, and sometimes still lights up, even though the soldiers stationed there never venture inside.

Old Man Fish spends the afternoon resting.

Mordecai visits with local necromancer, and verifies that she's still in town, and still in her room at the inn. Then reports back to the rest of the party in case they would like to indulge in violence.

Hemp and Podrick go and visit the Storm Priest (Atta Paseka) and the fishermen. They join in some drinking and sea shanties, and then explain the undead threat. *Atta Paseka* offers to bless the PCs, so Hemp goes off to gather the PCs for a group blessing. Something about not being betrayed by the seas.

**Rumor:** trees are snatching people off the paths near ...something? I wasn't paying close attention. Mostly tree cutters going missing?

Then everyone gets a blessing from the storm god. Each character rolls twice and takes the better result on their next attack against an undead creature.

After this, everyone just putters around for the rest of the day.

## Caravan to Weebrook:

The next day, everyone leaves Fythorp, and travels to Weebrook. They are accompanied by the mayor's daughter and her girlfriend. Plus, assorted other townsfolk.

They arrive at the town by evening.

## The End of the Session

Each character gains 4 xp.