

# 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* surprises everyone by showing up on time – he had previously been up all night dealing with the flaws of his (alleged) co-workers. *Bruce* finds that he cannot hear anything unless he turns up his speaker volume – apparently, causality is still a thing! *Chris* assures him that yes, causality still works. It's just personal responsibility that doesn't. *Patrick* stays out of this discussion – it cannot possibly go well.

The conversation has turned to politics and SNL by the time *Paul* joins in. He is desperately hopeful that everyone might start talking about something else. Perhaps cats? Cats are a good topic! Everyone likes cats.

*Tim* shows up and explains that in *Trench Crusade* the Black Plague is a sentient malignant entity and if you get sick enough with it you can find yourself reborn as a Plague Knight. *Matt* hears this and speculates that perhaps *Tim* could have waited until after he finished his lunch. *Ernest* just chuckles, because he's been reliving *Terrifier 3*. Also, helping at church. You know, the usual.

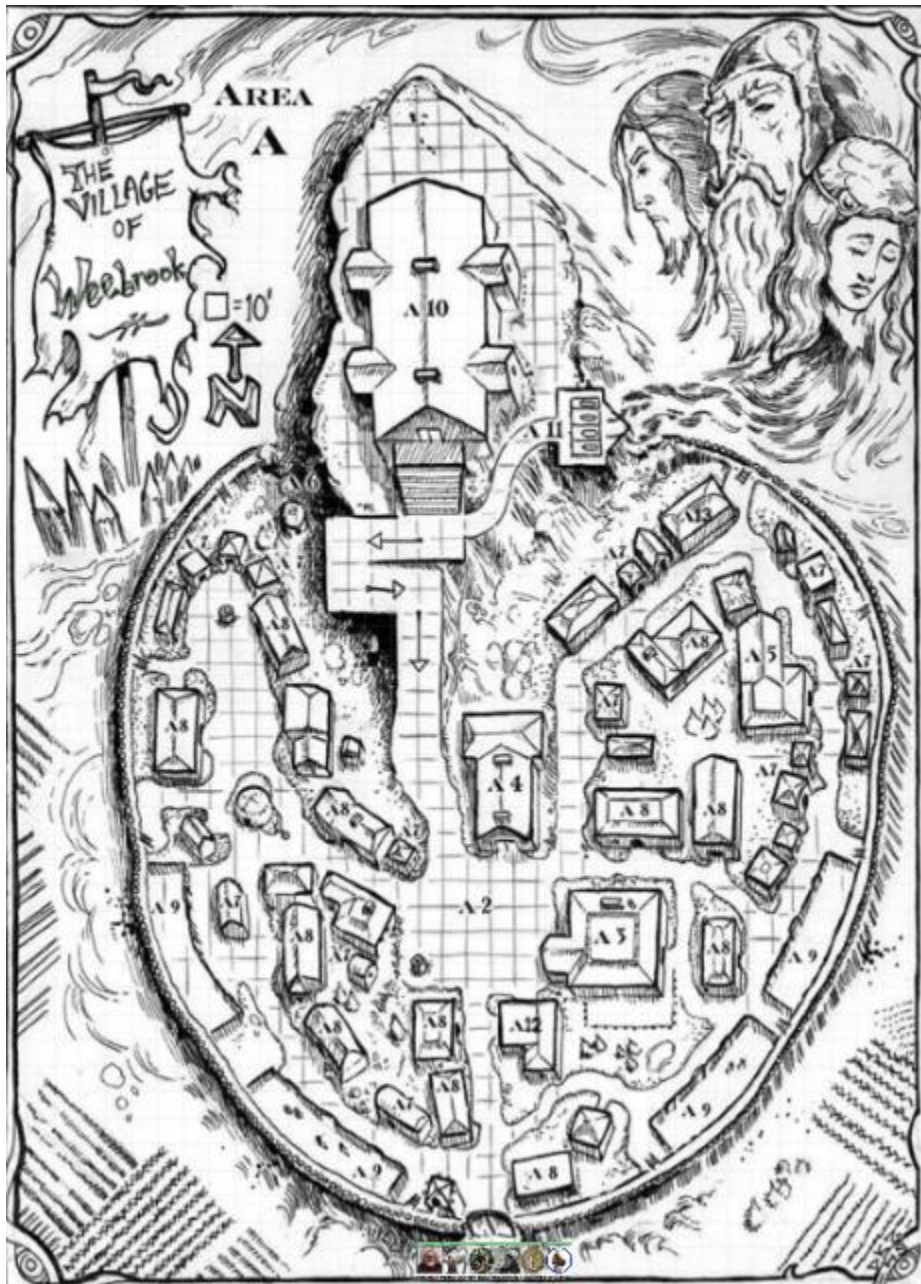
## Weebrook Again

It is Waterday in the month of Tenebraus, with the holiday of *Triumph's Spawn* coming up in a few days. The characters have returned to Weebrook after about six weeks away (or more). Really, most of the characters haven't actually entered the town since the first session. *Gallfred Weasel* is an exception, in that he went into town fairly recently to buy a boat and ended up stealing a boat instead. He's grateful that most folk have trouble remembering exactly who he is.

"They say you can never really ever go home. I think that's a metaphor, but for some of us it might be literal"

In any case, the characters are escorting a group of eight people from Fythorp who want to escape the incoming undead rampage. It's in the winter months, travelers are not that common, and the sentries at the palisade gates take immediate notice of the characters' approach. *Hemp the Weaver* doesn't recognize either sentry, but it hardly matters because they are interested in news from the outside world. Also, they no longer have a weaver in town ever since their weaver went off on some kind of adventure.

Hemp remembers that the local ranking aristocrat is *Duke Gilan*. He tells the guards that he bears a message from the Mayor of Fythorp for the Duke and needs to see him. Unfortunately, the guards relate that the Duke has been in poor health for several months – but the characters might instead speak to his Sorcerer *Sylle Ru*, who can be found in the great mead hall on top of the promontory. The guards are pleased with Sylle Ru: his sacrifices kept the shadow beast away, and eventually powered a ritual that allowed him to seal the portal that it came through. The shadow beast hasn't been a problem for six weeks!



The characters withhold comments upon Sylle Ru's capabilities and virtues.

The local inn is the *Bloody Arrow* (A3), off the town square (A2). There is also an outpost of the *Ranger's Guild* (A12) nearby – a place of interest to *Old Man Fish*, once he is convinced that he doesn't owe any dues to the group.

The characters head to the *Bloody Arrow*, except for *Podrick* who takes the priest of Jopha to the local temple. They find that *Elean* the female dwarf innkeeper is there and (surprisingly) not too upset to see them. The only other person they recognize is the elderly elf *Geoffrey*. Elean indicates that there isn't enough room to give the characters plus eight more travelers private rooms, but there is enough room to house them all – it'll cost 10 gold, which *Ned Wimbley* slaps down on the table.

As soon as gold appears, the beer starts flowing and everyone gets a bit more comfortable.

*Gallfred* finds himself sitting at *Geoffrey's* table. He asks how things have been in the town.

*Geoffrey* describes how the place is terrible, going to crap. There are still buildings damaged from the Black Hound's depredations, and the sorcerer has taken apart the town council and threatened their families. The Duke's thanes are working for the sorcerer now, and seem to have lost the power to speak. *Sylle Ru* has an ongoing practice of throwing his weight around to get what he wants. Then *Geoffrey* draws down on his cigarette, right down to the butt.

*Gallfred* asks, "And he's been levying ruinous taxes on the people?"

*Geoffrey* answers, "Actually, *Sylle Ru* has been uninterested in wealth, no increase in taxes. Though he must sleep on a huge bed, like all magicians."

*Gallfred* looks visibly disappointed.

*Geoffrey* takes an incorrect message from this, "So, you're saying he's evil, but good for the economy, and that it could be worse..."

*Hemp the Weaver* joins the conversation, "Have you tried opposing him?"

"He destroys those who act against him, mostly in public ways using sorcery. We've tried getting the local witch to fight him, but she seems uninterested." *Hemp* knows that he refers to the *Mad Widow Ymae*, who lives a distance away from town and who is so impoverished that she sleeps upon an ordinary sized bed.

## A Visit to the Temple

*Podrick* goes to visit *Joyce the Ardent* at the temple to Jopha the Healer. She is birthmarked in a way that marks her out as one of the Chosen of Jopha, and she and *Podrick* have known each other for years. She is quite pleased to see that *Podrick* is now a Knight of Lushnia and is quite happy with the way things are going in town, especially now that *Sylle Ru* has dispensed with that useless town council.

*Podrick* introduces her to *Sibyl Talonthrone*, the priestess of Jopha from Fythorp. He tells *Joyce* about the impending undead assault upon Fythorp, which explains the presence of refugees here. *Joyce* admits

that while she conducts regular divinations she has heard nothing from the goddess about this impending assault – which may only mean that the forces of Chaos are hiding themselves well. Whatever the case, Joyce is more than happy to provide housing for Sibyl.

Joyce tells Podrick that the overthrow of the town council happened about a month ago.

After Sibyl is situated, Podrick heads back to the *Bloody Arrow* to catch up with the others.

## How About Them Murders?

Old Man Fish plies the locals with drink and asks them about local murders. He gets an earful. First, the Black Hound was killing people, then the Duke had people sacrificed to the Black Hound, and finally the sorcerer Sylle Ru killed his enemies. He is mostly interested in the third group. Specifically, he wants to know what kind of magical powers the sorcerer has demonstrated. He learns that Sylle Ru mostly makes people's weapons disappear, and then blasts them with magic.

Meanwhile, Gallfred finds a card game and starts playing. He is free with his bets, which draws in some of the dwarf mercenaries from the Iron Company, including *Oleen the Imp*, *Catkins*, *Wee Toes*, and *Wolf*. Gallfred loses 61 gp but wins a leather map case with a map inside. The map claims to lead to the home of *Lifthrasir the Ring Witch*. Like any good witch, she lived in a tree house in the center of a swamp south of the Rusting Hills. Also, Gallfred learns that Sylle Ru hasn't called on the Iron Company so far, and that they would be happy to take up arms against him if the price was right. Unfortunately, the four of them are the only members of the company in the village. It does take them a few minutes to count off exactly how many of them there are, but Gallfred observes that all of them can instantly evaluate how many coins (of any kind) are in a stack. And they are happy to quote their daily rate of 5 gp, should Gallfred be interested.

## Sylle Ru Comes on the Scene

While the characters are sitting in the *Bloody Arrow* common room, Sylle Ru and his guards arrive. He is a thin, weaseling wretch of a man. Gallfred likes him immediately, but still hides. He is accompanied by seven thanes clad in chain and heavily armed with long swords and bows.

Old Man Fish doesn't want to die in a tavern, so he sneaks out the back. Then he sneaks around to the front so he can shoot athane in the back. Should he have the opportunity, of course.

Sylle Ru looks around the room. His voice is harsh and disturbing, "I had heard of strangers arriving in town, but now I see that not all of you are strangers. What are your intentions in town?"

Podrick and Hemp explain their business.

"And why have so many from Fythorp sought to come to Weebrook?"

Podrick explains, "There are rumors that Fythorp is soon to be overrun with an army of undead."

“Such rumors are not to be believed. I have looked into them myself. The Duke has investigated thoroughly, there is nothing to fear from these supposed undead armies. In truth, the King is just sending us reinforcements to make our towns more secure. And then we can bring in those wretched villages and hamlets that have not been brought into our protection. And with that protection comes prosperity! There are so many nameless villages and communities of subhumans around.”

Podrick responds, “You’re right! I have been patrolling the area, and the subhumans are crying out for protection and discipline!”

Hemp is also on board, “Absolutely, there’s nothing more important than the economy. And how can you have so little pride in your community as to not even name it.”

Sylle Ru is pleased that Podrick and Hemp are so enthusiastic. He suggests that Hemp might want to become the town weaver again, and that there could be favorable tax treatment of his new business. He is very willing to share a glass with Hemp, though he admits that his troops are uninterested in drink. Gallfred (hidden in a corner) thinks this is tremendously unlikely. *Mordecai* concludes that they are probably not undead, they are more likely to have had their wills purged. He mentions as much to Sylle Ru, who only smiles.

Hidden in the corner, Gallfred wonders if *Mordecai* has a death wish. Oh, right: necromancer. Of course he does.

## The Situation Disintegrates

Old Man Fish, having heard the magic words, “They’re mind-controlled!” shoots Sylle Ru right through the pancreas. His hit would have devastated a normal man but is largely deflected by a *magic shield*.

A cry of, “Assassins!” goes up.

Ned Wimbley starts an *animal summoning*.

Podrick decides that Sylle Ru is in the service of the evil King and is likely a servant of Chaos. He leaps up and stabs him. Athane’s head suddenly tumbles to the floor for no apparent reason, a moment after 20 gold appears on the dwarf mercenaries’ table (though not with any particular guidance – so they just sit around confused).

*Mordecai* notices that the mercenaries are looking for their benefactor. He explains that it is him. The mercenaries proceed to engage the thanes.

Sylle Ru gestures. Podrick has a Will of iron – his weapons obstinately do not disappear. Then Hemp leaps atop the bar with *Coyote Ugly* style and shoots an arrow from the *blazefire bow* straight through Sylle Ru’s chest. The sorcerer clutches the shaft and collapses.

*Mordecai* notes that the spell on the thanes is still in effect. He concludes that while the sorcerer is down, he isn’t down *enough* to eliminate all of his magic.

It is at this point that Ned's summoning completes. Two giant poisonous snakes appear and bite two thanes. One of them falls, the other one survives but takes on a greenish cast from the venom. He doesn't survive long, though: Ned fells him with a *magic missile*. Bits of thane fly everywhere.

Hemp sends another arrow into Sylle Ru, finally inflicting enough damage to shatter his magic. The thanes come back to life. They look very confused about what is happening, at least the ones who are still alive. One of them stammers, "We must have been mind-controlled by that damned sorcerer!" They tell the characters their names: *Kreig*, *Orioc*, *Utherl*, and *Clohn the Bald* (who actually is bald).

Hemp asks, "What did he do to the Duke?"

"The Duke has been in slumber for a month!"

Podrick is incensed, "Right when the sorcerer showed up!" The group heads towards the Meadhold, mostly convinced that Duke Gilan will congratulate and reward them for freeing him from the sorcerer's grasp. Gallfred goes along, but he has no illusions that anyone will congratulate the characters for anything.

## The Duke's Mead Hall

The characters enter the Mead Hall and quickly locate the Duke. A few servants stand around him, caring for him and keeping him alive. Now that Sylle Ru's hold has been broken, the thanes are able to awaken him with some light shaking.

Duke Gilan is very disoriented, but when he hears what has happened his face takes on an expression of remorse. "Why did I ever listen to that sorcerer?" To no surprise, the Duke was sending townsfolk to be sacrificed to the Black Hound on Sylle Ru's advice. He also explains that the King sent the sorcerer back with him as a "special advisor" the last time he visited Sewich.

On hearing that there is an undead horde headed to Fythorp, the Duke agrees that Fythorp is part of his Duchy and that he must do all he can to support and defend the townsfolk there. He is still weak but retires to his chambers with his advisors to develop a plan. He specifically asks Podrick if the other Knights of Lushnia at the Wymoor Chapter House can assist in the defense of Fythorp. Podrick doesn't know but promises to help the Duke once he finishes his current quest.

The Duke is unwilling to let the characters loot his Meadhold, but he does offer a variety of rewards. He's also uninterested in any of the arcane artifacts Sylle Ru might have had in his quarters – and is willing to let the wizards remove that trash in a safe fashion.

- Hemp accepts a bear hide (less than 30 gp)
- Ned Wimbley and Gallfred each take a small cask of mead (30 gp each)
- Mordecai takes a silver-chased drinking horn (30 gp)

The Duke also asks someone to go to the temple. He needs to assemble a new Town Council and would like to invite Joyce the Ardent to be part of it. Podrick agrees to tell her, though he expects that she



might not be that enthusiastic. He does recognize that the membership of the council is usually selected based on divinations done by the priestess of Jopha, which might improve her interest in the project.

After Hemp reminds him that nobody has looted Sylle Ru's body, Gallfred rushes back to the *Bloody Arrow*. He finds:

A flask of dark, inky liquid similar to the fluid from the bottom of the hole where the characters killed the shadow hound.

- A set of keys, including a key to the Mead Hall.
- Gallfred concludes that there is a high chance that the inky liquid has something to do with *Cheret the Lost*. Maybe it is her blood? He pockets the keys and the liquid, with plans to drink it.

Ned Wimbley finds that Sylle Ru's approach to magic was deeply idiosyncratic. However, he is able to find the spells *charm person*, *sleep*, and *phantasm*.

## Gallfred Warps Reality

Gallfred goes out into the stables late at night, into the darkest corner he can find, and drinks the inky liquid. The next morning the others are awakened to screaming – Gallfred is unconscious and two of the horses are afflicted with strange features, scales and shadow-dappling. The stable walls are also warped and afflicted by shadow.

The other characters carefully evaluate the horses. They determine that while they look strange, they don't appear to be lusting for human flesh. Fortunately, the horses belonged to some of the thanes – and some of them are dead, so that's not a problem. Old Man Fish claims the first mutated horse and is pleased to find that it behaves normally.

Podrick takes a certain glee in dumping Gallfred into a water trough to bring him back awake, noting to the others, "This is probably the first bath he's had in weeks." The others ask what he did, then strip him to look for physical mutations. They find nothing. And he claims that he is fine, perfectly sane. Nobody believes that he is sane. He cannot remember anything that happened after he drank the potion.

Hemp goes and tells the bartender that Gallfred drank a potion, encountered a demonic accountant who called him a "bummer", and then he spent the rest of the night having sex with mutated horses.

Gallfred and Ned Wimbley (both of whom need riding horses) each claim one of the mutated horses. Ned tries feeding his one of the *Palymbidis* potions to further mutate it. The horse kicks him. It doesn't want to drink potions, certainly nothing he offers. He no longer wants the horse. Gallfred claims the horse. He spends 17 gp buying a pack saddle and saddlebags. He gets a 30 gp riding saddle for free because it was just hanging in the stables and nobody complained when he took it.

## Morning Activities

Old Man Fish invites all the Rangers at the Rangers Guild Hall to the *Bloody Arrow* for an impressive breakfast. There aren't many of them left alive, but he shares stories of bravery and danger with them.

Podrick tries to get healed at the temple of Jopha, but the priestesses get an unfavorable augury from their goddess and refuse. So, he asks Old Man Fish to heal him, then sleeps through the morning.

Ned Wimbley rests to try and recover from being kicked by a horse.

Hemp the Weaver ensures that Duke Gilan issues a formal pardon (and apology) for *Morgan*, so the locals don't hassle her for not being sacrificed to the Black Hound. Then he tells Morgan, who is very pleased by the news. The two of them don't do any other public activities for the morning.

Mordecai goes out to the anthill (from the first adventure). He hopes to either find magical traces from his patron, or plant pumpkins. Either of these should help him learn how to spark an undead plague. Because hobbies are important.

## The Way Through the Woods

At midday the characters head out of town to the north. Their destination is a mountain, and they think they could reach it by nightfall. Unfortunately, the way out of town is blocked by fallen trees. Podrick injures himself clearing a path through them.

Then the characters realize that there are gigantic slugs all around the group. It seems unlikely that they felled the trees as an ambush, but who can really tell? Gallfred warns the others, then vanishes into the bushes around the deadfall. He curses the daylight, which means he's not able to just vanish in plain view.

Podrick simply steps forward and stabs a slug. He impales it upon *Ulftheonar's Wolf Spear*, then flings the thing's deflated body into another of the things. Gallfred steps out from nowhere to demonstrate that it is possible to garrote a slug. The others are suitably surprised and disgusted. Mordecai enervates the thing with a *death ray*, leaving nothing more than a corroded outline. He follows up by doing the same to another of the slugs. It's remains drift away in the thick forest air.

Hemp the Weaver is aside his new horse *Wildfire*; he rides to a safe distance and incinerates a slug with the *blazefire bow*. He hungers at the scent of roasted slug meat. Aphiel's appetites are growing stranger and stranger.

Old Man Fish rages at three slugs, chopping and hacking but not actually slaying a slug. Ned Wimbley tries to help out by casting *enlarge*, ensuring that Old Man Fish doesn't get completely covered over with slugs. He does get some slime on him, and it makes him *glow*. The magicians both think that they need to start harvesting giant slugs for their unusual magical slime. Old Man Fish doesn't quite think of it the same way.

Hemp watches the others poking and prodding at the last slugs. Another of them evaporates as Mordecai erases it with necromancy. Then Hemp fries up the last with another burning arrow. The scent of roasted slug meat again fills the air.



Podrick uses the slug ooze to improve his grip (?!?) and finally clears the blockage. Unfortunately, the time lost means that the characters will not be able to reach the mountains by nightfall. They travel as far as they can and make camp.

## The Orange Demon Appears

The next day the characters are making their way across the plains when there is a flash of orange light. A giant creature twice the height of a man flashes into existence ten feet in the air, then crashes to the ground with a thundering report. The thing is a chimera with mismatched bits of black and colored fur across its back. It turns to face the characters and snarls. It has an oversized cat's head, and where its right arm should be there is a giant purple tentacle. It growls and stalks towards the characters, uprooting a tree as it goes.

Gallfred hides behind a small bush.

Hemp embraces his role as a cavalry archer, riding around to flank. He sends an arrow clean through the monster, inflicting a fatal injury. The only question is how long death will take to arrive.

Old Man Fish grows to immense size thanks to Ned's *enlarge* spell. He steps forward to attack and takes a tree across the face for his trouble. He gasps and tells the others, "Don't worry, I'm okay! Everything good except my bones... and my organs!"

Podrick levels *Ulftheonar's Wolf Spear* and rides the creature down from horseback, knocking the creature prone. This gives Gallfred an opportunity to sneak up and garrote it, leaving it blinded. Sadly, the *giant viper venom* on his garrote thread doesn't do anything extra to the thing.

Ned elects to cast *magic missile*. He is very surprised when the creature counterspells him, though the attempt is ultimately not successful and Ned's missile strikes. And Old Man Fish delivers the final strike! After killing the creature, Old Man Fish sits down for a while so he can gather up his intestines and make sure they're all still there.

Gallfred searches the beast for valuables. He has a pretty flexible concept of "valuable" but he still finds nothing. Nearby, however, he finds a broken medallion forged of black metal and engraved like the top half of a clock. This is consistent with the information the characters have about a sorcerer named *Glipkerio* who has taken the mountaintop temple and is tampering with time. Hemp has in his possession a *winged helmet* that should help against him (Putting this helmet on will render him invisible to the enemies of Aphiel, but it's power is undone by the number 7).

## The End of the Session

Each character gains 6 xp. Gallfred goes up to 4<sup>th</sup> level!