

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

Patrick is online and waiting, alone and (as *Bruce* puts it), “Lost in the fortress of his mind.” He’s also very confused because it is Spring, but the Winter Olympics are on. *Bruce* is skeptical, but that would surely rank as one of the least surprising developments of the year. And one of the least alarming. Then, *Patrick* corrects himself – it’s the World Winter Games. Though, still happening in Spring. In Italy. Because that’s just how Italians roll.

When *Chris* calls in, *Bruce* has moved on to talking about taxes. And, so he claims, he’s got to have a part of that. Given that the other thing he has to talk about is how a person he knows in Djibouti who used to work for USAID is being treated, maybe taxes are a better subject. *Tim* gets in on the end of this, the end that runs, “They’re firing them all.”

Paul’s timing is excellent: *Tim* is describing how security cameras are often really bad, bad enough that it’s hard to tell when someone might or might not have kneed a kid in the head.

Ernest schedules himself to show up later. Apparently, much, much later.

The Tower of the Lampreymen

The characters are in the terrible midst of the enchanter *Shadankin’s* tower upon the island of Lone Ait, a place that started out with a high level of affinity to the creatures of the sea and which has since been completely overrun by lampreymen who have converted the place into a combination of nursery and larder. It is gruesome, and given the world that’s saying something. Unfortunately, the local lampreymen also do not appear to be holding on to the *Horn of Tudines*, which *Gallfred Weasel* wants to bring back to the monks of the *Order of Vilom*.

The characters have the opportunity to move further down into the tower via a stairway. At the bottom, they find a room that once served some arcane purpose but which has long since gone to rot and decay. Small stones fallen from the wall mosaics litter the floor. One of the surviving mosaics show *Shadankin* with his three keys gazing upon a strange, curled horn that floats in the center of a massive scallop shell. There is a modest supply of ruined furniture. There are several barrels in an alcove along the south wall.

Podrick examines the barrels. One of them is already broken and contains only a weird, dried membrane about the size and shape of a human. The other three contain a strange sweet-smelling fluid with something floating inside it. He fishes one out and finds that it is a roughly man-sized, man-shaped transparent suit made of a material similar to jellyfish. *Old Man Fish* concludes that it is important to wear these things. Gallfred would normally allow his own sense of self-loathing to take over and push him to put one on, but he notes that the Ranger's obsessive love of "natural" things (and incomprehensible decision that he is looking at something "natural") is pushing him harder.

Old Man Fish puts one on with some trouble. He looks kind of crazy, but he also has access to an air bubble that allows him to still breathe.

Podrick notes, "Well, there's three of them and three of us. That's fortunate." The magic of the *Cloak of Cheret* has obviously eliminated all memory of Gallfred from his mind.

The Underground Lagoon



The characters continue on into a twisting passageway that ends upon a small stone platform over a huge aqua-blue lagoon of some depth, in a sizable cavern. The whole area is lighted by a pale, green light.

There is a huge shell at the center of a spiral pattern of rocks in the bottom of the lagoon. As the characters watch, a gray fin breaks the surface. Everyone assumes that there must be a large shark down in the water.

Ned Wimbley takes a *magic missile* shot at the shark. This has limited effect.

Podrick and Old Man Fish go back to fetch a couple of fish and some chains from the lampreymen larder. They set up a quick fishing effort, which immediately attracts the shark. Podrick shoots but does so badly enough that the shark doesn't realize it's under attack. It grabs hold of the fish and starts to eat. Old Man Fish tries reeling it in. Ned Wimbley notices that there are a lot of old wounds, long-healed, that were probably made by lampreymen.

Everyone is deeply surprised when Gallfred dives into the water and tries backstabbing the shark. The shark takes a significant wound and is bloodied. This is very fortunate – it launches the shark into a frenzy.

Podrick reloads his crossbow. He thinks fondly of how his time knowing Gallfred Weasel was all too brief.

The shark attempts to tear Gallfred apart. The smart money says he doesn't survive, but in this case the dumb money lets Gallfred survive. And then Ned Wimbley obliterates the shark with a *magic missile*. *Luigi* the unseen servant lifts Gallfred up out of the water.

Podrick asks Gallfred, "What were you thinking?"

Gallfred murmurs, "The Horn of Tudines might be in that shell... and if I wait until the shark is dead, you might take it from me..." Podrick only hears the first half of his words. The two of them put on jellyfish suits and leap into the water. Gallfred promptly hides.

A Giant Clam Almost Kills Gallfred

The shell at the center of the lagoon is a giant clam, 10' in diameter. Gallfred immediately sets to levering the clam apart. He gets the *useful dagger* into the shell. He glimpses a glorious treasure inside, but then the shell clamps down on his hand. He is horribly, horribly wounded.

Old Man Fish is back on the stone outcrop, not paying attention. He's discovered that lamprey-slain fish makes good sushi.

Eventually, he notices that Gallfred is ghastly injured. He goes into the water because he wants to experiment with underwater healing. Gallfred is (partially) healed. Gallfred immediately goes back to working on the clam. This time, the jaws of the clam spring open! There is a coiled trumpet fashioned from mother-of-pearl and adorned with gemstones inside. Around the bell, archaic script spells out a cryptic message.

Gallfred obviously claims the horn and reads the script.

Sound me over waters deep to raise the treasures that you seek.

Notably, Gallfred doesn't tell the others this. He assures them that it reads something about "Sound me to find your true love" or similar namby-pamby nonsense. Nothing worth worrying about.

At some point, the characters take off the jellyfish stockings and store them back in the barrels... and then take the barrels along. They are pretty heavy. The unseen servant Luigiphan is able to carry one barrel at a time, and fly.

Blowing the Horn of Tudines

The tunnel away from the lagoon is dark. Podrick and Gallfred cannot see anything. If only someone in the group could see in the dark. Someone who had been gifted the Eyes of the Elder Kith. You know.

Eventually, Old Man Fish gets the hint and moves over to inspect the tunnel. He reports that it goes out into the larger ocean.

In the background, Ned Wimbley instructs his unseen servant to harvest some shark teeth. For later.

Gallfred realizes that blowing the horn is probably going to result in a lot of ready cash, and maybe some kind of threat. He resorts to actually begging the others to back him up when he blows the horn. Old Man Fish is curious, mostly because he wants to see Gallfred torn. Torn by greed or by violence, he's ambivalent as to which.

The characters go out to the giant causeway and Gallfred blows the horn. He gets a soft, breathless "toot" that has no effect.

Gallfred asks the others, "We have a boat, right? We got to go get the boat. And then persuade the boatman to sail us to the deepest part of the bay."

The others watch with detached interest as Gallfred works to persuade Jorran "One-Eye" Vex to take his boat out to deep water so Gallfred can blow the horn. Gallfred tries to convince Jorran that this will result in stupendous wealth. He allows Jorran to conclude that he might get some of this wealth. The fact that Gallfred seems to forget his own identity and thinks of the money as if it were a person doesn't actually dissuade him.

This time, the sounding of the horn is primordial and immense. The water around the boat ripples. Out beyond the boat, the green sea shudders and churns. White spray bursts into the air and when the mists clear the characters find themselves staring into the eyes of a giant sea turtle the side of an island. At the apex of his shell there is a protrusion that looks like a capstan or a lever. Footholds and handholds mark out a path from the waterline to the top of the shell.

The Shell of the World-Turtle

Jorran maneuvers his boat up to the edge of the turtle's shell. Old Man Fish presses some coins into Jorran's hands, with the words, "Wait for us!" Then the characters climb the shell. They find that the

protrusion is a 4' diameter wheeled valve set into the turtle's shell. The chamber below is visible through gaps in the mesh beneath the valve.

Podrick exerts himself to open the grate. The room below is floored with silt. Fish flop around helpless, looing for the water that just drained away. The chamber below is domed, floored with sand. The sound of the turtle's massive heart is audible below the characters' feet. There are two exits out and down, one to the North and one to the South.

The characters move to the North. They find a chamber full of sodden furniture. A giant manta-ray skin decorates one of the walls, hanging upon gold hooks. Old Man Fish extracts both skin and hooks:

- 10 gold hooks (25 gp each);
- Giant manta ray skin (200 gp, if a buyer can be found);

Beyond, there is another chamber. A giant sea anemone guards a stack of a dozen sea-chests. Old Man Fish and Ned Wimbley manage to hit it with arrows. Then the anemone throws *stinging spines* at the characters. Ned Wimbley gets paralyzed.

Old Man Fish isn't impressed. He uses his healing magic to strip away the paralysis.

Gallfred shoots the anemone from hiding. He obviously hit it somewhere: it throws its tentacles around randomly and doesn't attack anyone.

Ned Wimbley comes back and blasts the anemone with *magic missile*. He reduces it to a twitching shell of goop. Which Gallfred promptly milks for poison spines, which has the incidental benefit of making it possible for the others to examine the sea chests.

- **Sea Anemone Venom:** 10 doses, DC 10 Fort save or paralyzed for 1d6 hours.

The sea chests are badly rotted and mostly full of sand and decayed personal effects. But among all that there are some valuable items:

- 367 sp;
- 189 gp;
- a silver ring worth 25 gp, and;
- an oddly intact rope bracelet.

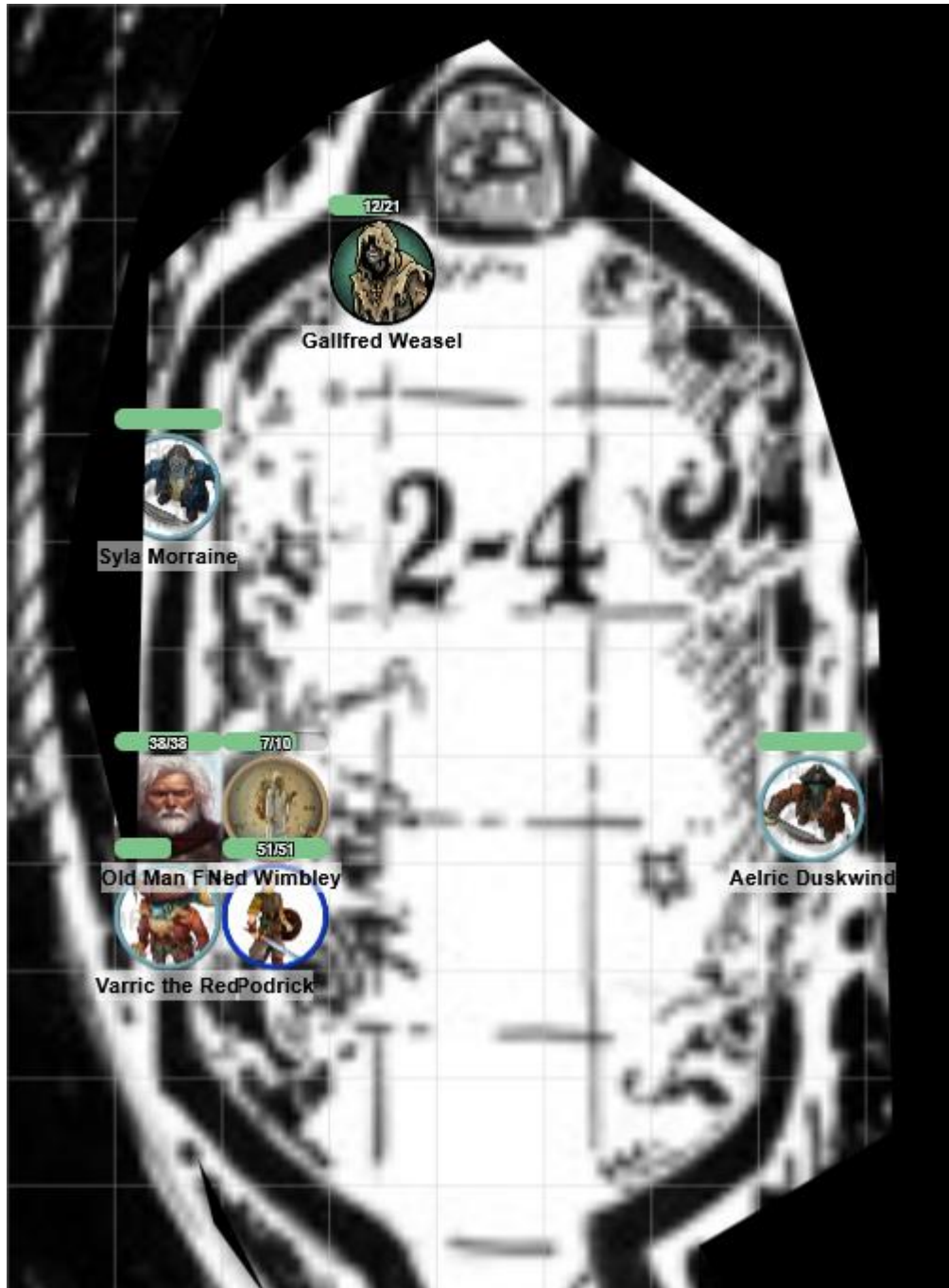
Ned Wimbley is convinced that the rope bracelet is magical, but he can't tell what it might do.

The Other Side of the Turtle

Podrick leads the way to the other side of the turtle, to an elongated chamber that ends with a beautiful door, scalloped with indentations and marked with unknown writing. Podrick notes that there are human-shaped bodies on the walls, trapped under layers of coral, kelp, and seaweed. Podrick and Ned inspect the bodies. They are curiously similar to the disappeared companions of the boatman: *Verrick the Red*, a solid fighter armed with a falchion, *Syla Moraine* (a female sorceress in robes with a wavy

dagger, and *Aelric Duskwind* (an elvish thief). They look odd. Verrick's beard is made from barnacles, and he still clutches his falchion in his one remaining hand. Syla's head is covered by a mass of spider crabs. And Aelric's body is overgrown with coral.

Gallfred tells the others, "I'm sure it's nothing. What do the words say?" He is the only one in the group not surprised when the three dead adventurers come to life and try to stab everyone.



The characters surround Varric the Red and attack! They are dismayed to find that Varric has Warrior levels and can perform deeds just like Podrick. Fortunately, he is unable to roll as well as Podrick so there are few immediate fatalities.

Syla Morraine cannot exactly see where Gallfred is (because he's hidden), but she can cover a wide area and the crabs can attack everyone. Gallfred takes some damage. Without her spider crab covering, she is a thin foreign woman in an elaborate (if water-damaged) robe bearing a wavy-bladed dagger. And Aelric simply punches Podrick with his coral arms. This does little damage, but the coral is poisonous! Podrick shakes off most of the poison effects, though he is still injured by the stuff.

Podrick cuts Verrick the Red into pieces, almost incidentally severing his weapon hand. An eel bursts out from inside Verrick's chest and attacks Podrick! Podrick groans, "Oh, these kinds of guys. Well, we know how to deal with these guys."

The unseen servant Luigiphan uses the *coprolite club* to smash the eel into bits, demonstrating that he does indeed know how to deal with these guys.

Gallfred steps out of the shadows to garrote Syla Morraine. She perishes for the second time. He is slightly saddened by the fact that she is immune to the *ripflesh* poison he had on his garrote, owing to her being undead.

Aelric Duskwind attempts to poison Ned. Ned doesn't want to be poisoned and evades his strike. Podrick doesn't want to have to deal with that, so he cuts down Aelric.

Old Man Fish tries cutting away the spider crab swarm. He finds that a blade does little to a swarm. Gallfred observes that he has some vials of *draconic acid* (Thrown. 1d5 damage to a target each round, until the target succeeds in a DC 15 Fort save). This is an area attack and does quite a bit to the crabs. Then Podrick shows up and proves that even bladed weapons work well against swarms if you can hit fast enough.

The Mystical Door

Gallfred determines that the language around the door is an obscure dialect of Serpent Man. It reads:

*A lesson beyond for those who dare
To abscond with treasures of the sea.
As tides change and currents swerve
And coral piles in oceans cold,
A sea change to thee who steal from me:
Newfound talents to replace thy old.*

The door handles are gold-plated lobster claws. Podrick finds that they are easy to turn. Unfortunately, there is a curse. A curse with an incredibly high DC. Everyone is cursed – the characters' minds are swapped:

- Podrick -> Bruce
- Gallfred -> Chris
- Old Man Fish -> Patrick

INT, PER, and LUCK remain the same as the original character but physical talents and skills are changed.

The characters move through the door into a chamber that has (strangely) been spared the ravages of the sea. The walls and floor are striated with colors, created by intricate mosaics. A giant jellyfish floats in midair. Treasures sparkle within its depths: copper, silver, gold, and an ornate key.

Podrick (Gallfred) cuts into the jellyfish, spattering the area with jellyfish venom. Treasure spills out of the jellyfish:

- 5,000 cp;
- 3,500 sp;
- 250 gp; and
- a large ornate key of crimson steel.

Podrick (Gallfred) organizes the collection of as many coins as the characters can carry (50 coins = 1 pound, so there's 70 pounds of silver). They leave behind the copper, taking only the silver and gold.

Gallfred (Old Man Fish) goes back to the briny room to look for secret doors. He (sadly) doesn't find anything.

The characters climb back to the top of the turtle and then back to the boat and Jorran. Soon enough, the turtle submerges again, vanishing beneath the inky waves.

The characters give Jorran the 5000 cp (worth about 50 gp) and 850 sp as his 10% share. The characters' share includes:

- Manta ray skin (200 gp value)
- Silver ring (25 gp value)
- Rope bracelet (magical)
- Ornate steel key
- 689 gp
- 3017 sp

All of this goes into the party treasury.

Camping for the Night

Jorran is pleased to accept the money the characters give him. He doesn't want to camp on Lone Ait, so he suggests the opposite shore to camp for the night. The shoreline is rocky and ascends to some fairly barren-looking hills, but Podrick (Gallfred) is still able to find a good, protected campsite for the night.

Old Man Fish (Podrick) goes out hunting. He is shocked by just how skilled he is at finding and running down prey. He takes down a deer (5 units of meat & 3 units of pelts). The characters cook and eat the meat.

Gallfred (Old Man Fish) asks Old Man Fish (Podrick) to invoke *Tjaptar*, the Forest God, to heal him – Gallfred's body is pretty wounded. This works out well enough to make Old Man Fish (Podrick) kind of uncomfortable.

The characters sleep through the night unmolested. Gallfred (Old Man Fish) notes, "Getting to sleep unmolested is tight!"

Old Man Fish (Podrick) realizes that his body needs a haircut. He is disturbed to see how physically excited Podrick (Gallfred) can get over money. Gallfred (Old Man Fish) takes a bath and works to improve his personal hygiene in ways that Podrick (Gallfred) finds disturbing.

Return to Kingspire

The characters sail back into Kingspire. They find that it has gone from a flaming pile of dog poop to a moist pile of dog poop, because some of the fires have gone out. They collect up their mounts. Then they remember that there is a witch outside of town. Podrick (Gallfred) is enthusiastic, he's sure that she can fix their identity problems. He tries to sneak off to talk to her... which doesn't work at all because he's huge and wearing dwarven chainmail.

By the end, the three characters all go to talk to the witch together. She is just as foul and disgusting as they remember. "Oh, my lovelies! Just call me the Witch of Drakenvold!" She looks at Old Man Fish (Podrick), "Just make sure you're taking proper care of my twig!" (at one time, she gave Old Man Fish a magical twig).

Podrick (Gallfred) tells her that the Elder Kith have (sadly) been destroyed, along with their inhuman enemies. She is unfazed by the fact that she has never spoken to Podrick before. Instead, she is satisfied, "Then my brother is dead, and I am the last Princess! Hahaha!"

The Witch of Drakenvold reaches into her robes and produces a dark crown of heavy, ancient bronze, swaddled in rags. She unwraps the crown carefully and places it upon her head, cackling, "And now I am the Queen of the Kingspire! Now, what can I do for you?"

Podrick (Gallfred) tells her, "Grandmother, we have a problem. Our minds have been switched among our bodies, and we wish to undo it."

"You are under a curse! A simple *remove curse* ought to fix that."



“Do you know this spell, or know someone who does?”

“Oh, I can remove your curse, but you must do something for me first!”

Gallfred (Old Man Fish) asks, “And what is that?”

“That’s a great question, because the GM doesn’t have a specific adventure in mind.” She goes on to explain that a wizard, *Edward Magnusson*, stole her granddaughter *Eris*. He’s located in a castle North of Kingspire. “You may think that no man would have me, but I assure you that I am a sorceress of the first order.” She tells the others that Eris is still quite young, only about 80 years as humans reckon them. The characters will be able to recognize the wizard easily – he has no head, only a silver-plated skull, and he rides upon a pterodactyl (a kind of vast winged lizard).



The other terms of the bargain are standard: the Witch of Drakenvold wants her daughter back alive and in one piece, and she doesn’t mind if the wizard Magnusson gets injured or killed in the process.

Journey to the Crypts

The characters spend the night in Kingspire. The next morning, they head to the northern crypts where Edward Magnusson hides himself. And in the first day of travel, they are waylaid by a trio of giant vipers that are (apparently) hunting travelers. Because snakes do that.

Gallfred (Old Man Fish) and Old Man Fish (Podrick) both hide, leaving Podrick (Gallfred) to face the vipers alone. He takes a viper bite but ignores the poison. His counterattack goes wide: Gallfred is hardly used to maneuvering Podrick’s giant frame. Gallfred (Old Man Fish) does better, garroting a viper and leaving it wounded.

Old Man Fish (Podrick) misses an arrow shot and gets bitten by a viper for his trouble. Podrick (Gallfred) kills a viper in retribution. And recognizing that the situation is pretty dire, Old Man Fish (Podrick) goes into a bear-rage and gives a serious stabbing to the second viper. And then Gallfred (Old Man Fish) garrotes it to death.

Old Man Fish rushes the last remaining viper and cuts it badly. Then Podrick (Gallfred) overkills it horribly, cutting its head in half.

The characters are victorious but badly injured. Old Man Fish (Podrick) has some trouble with healing – he ends up infused with the powers of Nature. He suffers a -2 penalty to his healing abilities and is surrounded by Northern lights in which the faces of children are visible. He resolves to go off and commune with Nature later to mitigate the penalty.

Unfortunately, Podrick (Gallfred) picks out a really uncomfortable campsite, so nobody gets any rest at all for the evening. He tries again and finds a better site. And Gallfred (Old Man Fish) harvests poison from the dead giant vipers.

- **Giant Viper Venom:** 3 doses. Injected, DC12 Fort save or lose 1d4 STA.

Everyone rests for the evening.

The End of the Session

The session ends with the characters camping in the wilderness between Kingspire and the Crypts. Each character gains 10 xp.