

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

Bruce calls in to find that *Paul* is already there! This is excellent. He spent the morning watching a WWE Premium Live event, and this is still having an effect upon his mind. *Ernest* is also here, but he's being very very quiet, which forces *Patrick* to speak for him.

Then *Tim* calls in with the interesting information that Orange had Ivana's body exhumed and reinterred in Florida so he could get a tax break. But he didn't particularly bother with either a headstone or landscaping, so now she lies in overgrown wasteland.

Chris joins us later on, because unlike the rest of us he and *Priscilla* actually value the concept of motherhood and choose to do family-oriented things on Mother's Day.

The Southern Route

It is Goldday, the 13th of Umbro when the characters leave Kingspire and cross the Bloodfen River. They travel in the company of a dozen hangers-on, several riding beasts and beasts of burden, and a wagon. Their more important companions include:

- *Darryl*, Florida Man, "Smuggler", and 1st level Thief;
- *Maynard*, Meth Manufacturer, "Halfling Dyer", and 1st level Wizard;
- *Morgan*, local aristocratic woman touched by unnatural powers; and
- Four more 0-level characters

Abel Anderson (Sailor & Ditchdigger) and *Camille Crosswise* (Stenographer & Squire) have indicated an interest in being dropped off in Wymoor. So have several of the others. That place is a real town with an actual port and some opportunity for newcomers to make a life for themselves.

Things go brilliantly very quickly as the group swiftly becomes lost. Following a river should be pretty easy, but apparently not. By the time night falls, the characters are still lost – but at the least they have a very nice manta-skin tent to shelter underneath.

Gallfred is suspicious of the area, so he sets several traps around the edges of the camp. He's not at all sure that *Luigiphon* is going to be an effective sentry. He manages to catch a boar (!), which gets turned

into 4 units of meat (barbecue tonight!) and 2 units of pelts (extra supplies for later). Not to be outdone, *Podrick* goes out crossbow hunting and brings back a deer that produces 5 meat and 3 pelts. All of the pelts go into the party treasure, and the meat gets eaten.

Hemp Is the Rightful King? Not Nearly

The characters wake to find that there is another group camping next to them. They're also people the characters have previously encountered:

- **Sylvan Windrider** - A nimble and agile elf, known for their expertise in tracking and stealth. Sylvan is driven by a relentless pursuit of knowledge about cursed artifacts, fueled by a personal vendetta against a malevolent sorcerer who once wielded such power.
- **Gromm the Stout** - A burly dwarf with a booming voice and an insatiable appetite for gold. Gromm's reputation as a relentless warrior precedes him, and his loyalty lies solely with the highest bidder. He sees cursed relics as nothing more than a means to accumulate wealth and forge a legendary legacy.
- **Isolde the Whisper** - A mysterious and enigmatic figure, shrouded in a cloak of shadows. Isolde possesses an uncanny ability to communicate with spirits and sense the presence of malevolent energies. Driven by a desire to protect innocents from the dark influence of cursed artifacts, they seek to neutralize their power.
- **Lilith Blackthorn** - A charismatic sorceress with a taste for danger and forbidden magic. Lilith's hunger for arcane power draws her to cursed relics, not for monetary gain but to harness their dark energies and push the boundaries of her own abilities. She sees the bounty as an opportunity to delve deeper into the forbidden arts.

When the characters wake, *Gromm* produces a crown and all four adventurers bow down to *Hemp the Weaver* and swear allegiance to him as the rightful King of all the land. Hemp is convinced that these adventurers have run afoul of an evil magic item that has mostly taken them over, so he's not that eager to actually put the crown on his head. His enthusiasm doesn't improve when they explain that he is the heir to the *Kingdom of Eldros*, which was once ruled over by *King Chistu*. The Kingdom was destroyed long ago in a devastating war against dark forces – and *Podrick* has the Helm of Chistu and a mission to eliminate its taint of corruption.

Ned Wimbley is completely convinced that the adventurers have taken a magical whammy from something.

Hemp the Weaver decides upon a clever stratagem. He kneels down as if he is about to allow Gromm to crown him (and probably curse him in a permanent kind of way), then attempts to whip the crown out of his hands with a sash. This attempt goes... badly wrong. Gromm is a burly dwarf and isn't likely to let loose such a precious item.



Old Man Fish notices that all four adventurers have crazy eyes. He shouts out, “Look out! They have Crazy Eyes!” He shoots at *Gromm*, but the arrow deflects harmlessly off the dwarf’s armor. *Podrick* raps *Isolde the Whisper* on the head with his spear haft. She is discombobulated but doesn’t fall. She looks at him and intones, “Unholy! Abomination!” She strikes but misses.

Sylvan Windrider grabs hold of *Hemp the Weaver*, trapping him so *Gromm* can crown him. *Ned Wimbley* quickly casts *magic shield*, giving him +4 AC for a little while. This doesn’t help when *Gromm* steps in and slaps a crown on his head. *Hemp* howls, “NOOOO! I do not give my consent!” He feels the crown try to dominate his mind and make him into its slave. He recognizes that this is the *crown of enthrallment*.

Podrick again uses the haft of *ulftheonar’s wolf-spear* to flick the crown off *Hemp’s* head. This doesn’t work – because *Gromm* makes sure the crown stays put. *Hemp* does slightly better: he puts a wild look in his eyes and starts acting like the crown has controlled him. He orders the others to release him!

Sylvan Windrider obeys, then turns to grab hold of Podrick, who is flatly amazed that such a slight-looking elf can restrain burly human adventurers. He might be a wiry elf, but he's not wiry enough to keep hold of Podrick. Isolde is even more slight, but she is quick and is able to grab Podrick where Sylvan didn't manage to. Then Gromm crowns him, and Podrick is swiftly enthralled. He knows that his new job is to enthrall as many people as possible! He is completely subjugated, both mind and will.

Gallfred manages to pick the *crown of enthrallment* off Podrick's head, but Gromm has a death grip on the thing. Old Man Fish manages to shoot Gromm, but the dwarf shakes off the impact.

Then Ned Wimbley hits the *crown* with four *magic missiles*. Phantom bees inflict 31 points of damage to the crown. It is utterly destroyed. As it breaks, everyone around takes magical backlash damage. Podrick, Sylvan, Gromm, and Lillith are all blinded for a day or two. All of them are pretty disoriented.

Hemp is interested in tying up the adventurers, which causes some conflict because they're confused, blinded, and have weapons in hand. Gallfred understands how misguided Hemp is, because there are potentially valuable fragments of crown lying around that he can collect. He collects:

- Four pieces of valuable crown fragments, worth 50 gp total.

The four adventurers (even the blinded ones) are very confused: from their point of view, they found a crown and then suddenly the characters are attacking them. Their plan *had* been to sell the cursed crown to the government in Sewich. Sylvan admits that he was (probably) the first one to put the crown on. He is grateful to the characters for saving them and is happy to let the characters have the fragments.

Hemp points out, "The Evil Wizard King is collecting this kind of item for exactly this purpose. He's not disenchanting them so they're no longer a threat. He's going to use them to control the populace or even worse."

Isolde observes, "That's troubling information. I think that means I need to give up this gig."

Gromm the Stout notes, "I just want lots of money."

Hemp asks, "What's the bounty on a cursed item? Is there anything that could be de-cursed and sold on the open market?"

The artifact hunters show off their current inventory. The most important item is the *heart of Ul'karesh*, a roughly heart-shaped item partly encased in black obsidian. Red motes of light flicker in the depths of the stone, and those near it can hear strange whisperings. Lillith Blackthorn's tattoos glow in the presence of cursed magic items, so she is pretty sure that the heart is cursed but she doesn't know it's properties. They had planned to sell it in Fythorp to the *Lady Skian*, who serves the *Mystical King*. Ned thinks that Ul'karesh was an ancient high priest who (in legend) was transformed into a conduit of endless spiritual hunger.

The artifact hunters actually have a moderate amount of information about Lady Skian's activities in Fythorp. She has raised up an obsidian obelisk in the center of town and claims that she will use it to disenchant or correct the cursed items brought to her by bounty hunters.

Ned Wimbley assembles a ritual circle including Lilith Blackthorn, Sylvan Windrider, and Maynard. They sacrifice the *broken kith sword* to generate even more power. They add a minor curse to the *heart of Ul'karesh* that will affect anyone who gazes upon the artifact. The rune delivers a minor curse to the creature that views it (Will save resists). The curse drains 1d3 points of Luck and inflicts blindness (for 16 months, or until the sufferer slays Ned Wimbley). The effect is persistent – anyone who looks at the *heart* will be affected. Lifting the curse requires going to the Shrine of the Elder Kith north of Kingspire.

A Change in Destination

The discovery that Lady Skian and (maybe) an undead army are already camped out at Fythorp persuades everyone except Gallfred that going there while carrying two powerful cursed items (the *heart of Ul'karesh* and the *helm of Chistu*) is not a good idea. By midday of 14th Umbro, the characters head South to Wymoor while the artifact hunters head West towards Fythorp (at least, once their temporary blindness fades). The characters ask the bounty hunters to wait for them in Weebrook before going on to Fythorp.

On the road South, Gallfred is scouting ahead when he sees a group of friars being attacked by escaped slaves (or maybe escaped prisoners). He moves close enough to determine that the friars are not members of the *Order of Vilom*. The friars appear to be adherents of *Jopha the Healer*. Gallfred explains the situation to the others, very very slowly. Once they understand, the characters agree that they must all ride to intervene!

Gallfred watches from his hiding place as Hemp rides into the conflict shouting, "Food! I have food for you!" He notices that some of the slaves actually look quite well-fed and beefy, and some of them have been able to find axes. His offer attracts some interest, but not universal – the unconvinced slaves cut down one friar. In response, three friars burn down a slave with *spirit weapons* and two more heal the injured friar. One friar yells out, "Hammer of justice!"

Ned realizes that there are six friars, and he just cast a spell giving him six *magic missiles*. He blasts all the friars. One friar falls, slain. The others are wounded. Hemp tries to appeal for peace, crying out, "There will be peace in our time!" This turns out to be useless.

Gallfred examines one of the nearby slaves and observes that the man has whip scars and brands all over his skin. He bides his time, waiting for a friar to move closer.

Two slaves grapple a friar. All of the other friars back off and heal themselves.

Ned's summoned wolf comes on the scene and tears the throat out of the grappled friar. Then Ned shoots down three more friars with *magic missiles*. Three slaves have accepted Hemp's offer of food and now swear allegiance to him. Two more (those who captured the friar) surrender. There are two surviving friars. One of them uses a *hammer of justice* to kill Ned's wolf, the other heals himself.

Ned Wimbley calls out, "Let these me be free! Unhand your captives!"

One friar protests, "They are criminals! They were lawfully detained! They have broken the law!"

Ned wants to know, "What were they convicted of?" Meanwhile, behind him the others are bringing (blind) Podrick out of the cart to hear the prisoners' stories and proclaim noble justice. The prisoners:

- **Grond:** Laughed during mass and drank sacramental wine from the chalice of Jopha, claiming he was drinking to justice. Podrick convicts him to have his mouth washed out with soap.
- **Barca the Blacksmith:** Harboring a demon-possessed child. He shielded his niece after the priests of Jopha demanded she be burned for speaking in tongues. He denies that she was possessed. Podrick fines him 5 sp.
- **Skarn Two-Scars:** Accused of sedition and unlicensed burial rites. He performed rites for pagan plague victims after the priests of Jopha forbid it. The friars claim that he is part of an old Mountain cult that the church has sought to purge for years. Podrick orders him to dig 6 graves.
- **Old Ironbelly:** Accused of theft. He stole a gold candlestick from the temple treasury. He needed to pay for his daughter's healing and felt he was owed healing for all the times he had to listen to the priests drone on. Podrick orders his right hand to be struck off.
- **Teska the Blade:** Accused of murdering a friar in a tavern brawl after his lover was excommunicated. Podrick leaves him with the surviving friars. They will probably have him executed.

Ned and Gallfred conspire to cut the hand off one of the dead friars and hand it to *Old Ironbelly* so he can claim to have his hand cut off. They instruct him to scream and run off into the wilderness afterwards. And Hemp accepts *Grond*, *Barca*, and *Skarn* as his personal attendants for the rest of the journey.

Grond, Barca, and Skarn

Init +2; Atk axe +3 melee (1d8+2); AC 14; HD 2d12; MV 30'; Act 1d20; SP none; SV Fort +3, Ref +2, Will +0; AL varies.

Gallfred tells *Old Ironbelly* (before he runs into the wilderness screaming) to go to Fythorp and talk to the monks at the cider house and let them know that he is a useful man who can do many useful things. Old Ironbelly cannot very well go back to his old home, so he agrees.

The Highway to Wymoor

The characters continue marching into the evening, late enough that they don't have time to set up a proper camp. They sleep rough and mostly sleep well. Except for Podrick, who finds that the responsibility of judgment hangs heavy upon him. And the next morning, the characters are able to reach the road and known territory. They reach Wymoor by the end of the next day.

Wymoor is not much different than it was when the characters were last in the area. The Chapter House of the Knights of Lushnia is still there, as is the *Snoring Dwarf Inn*.

Saying Farewell to Our Companions

The characters take up a collection (300 from Gallfred, 300 from Ned, 200 from Hemp, 200 from Podrick, and 200 from Old Man Fish) to buy a modest townhouse and set up several of their erstwhile companions to live in town (everyone below). Podrick, as a respectable Knight of Lushnia, handles the real estate transaction. He also arranges to get *Rodrick* and Camille Crosswise positions with the Knights of Lushnia.

Stacey Thompson points out that she needs some initial capital to start a pig herding operation. Old Man Fish fronts her 200 gp, much more than she expected. She is able to buy the legendary *Red Sow*, a local pig known for fertility and rumored to have eaten a wizard's hand.

Darryl and Maynard continue traveling with the group, because they have become apprentices to various characters.

Character	Player	First Occupation	Second Occupation
Rodrick	Chris	Computer Tech	Squire
Stacey Thompson	Patrick	Professional Screamer	Dwarven pig herder
Pierce McMann	Patrick	Space Valet	Gravedigger
Cloudy Dog	Patrick	Vazarian Gangbanger	Corn farmer
Abel Anderson	Bruce	Sailor	Ditchdigger
Camille Crosswise	Bruce	Stenographer	Squire

A Night on the Town

The characters know that the next time they are in Wymoor they'll be staying at the townhouse they're buying, so they go out on the town.

Old Man Fish goes gambling and wins big! He doubles his money and invests his winnings (almost 1000 gp) in equipping the characters' former companions to pursue their new professions. He also buys Ned a

comfortable bed in the townhouse, and a garden box in case he's so mutated by the time he returns that he just wants to bury himself like an earthworm.

Ned Wimbley hears an interesting rumor about the Isle of Dagon. Contrary to the fabulous tales of arcane might, no champion has *ever* returned from the Isle of Dagon. Nor are there any living sorcerers who can claim the title of Master of Dagon. This doesn't dissuade him: just because everyone *else* died is no reason to think that he will, because he is special.

Hemp the Weaver gets into a bar brawl. This is the kind of fight that ends in an alley with him getting kicked a lot. He doesn't remember exactly who was involved and strangely doesn't lose anything of value except his dignity.

Gallfred drinks himself into a frenzy, then finds himself making some poison – he makes a single dose of *gulletrot draught*. He has no idea how he did it, but he keeps it bottled safely against future use.

Gulletrot Draught

Improvised Poison, brewed during a drunken stupor

Appearance: Murky brown-green liquid with a gritty texture and a faint smell of old onions and cheap rum.



Effect (Ingested):

Fort Save DC 13 or:

Stage 1 (1 round): The target retches violently and falls prone.

Stage 2 (1d4 rounds): They take 1d3 damage per round as their throat swells and burns.

Stage 3 (After 1d4 rounds): If untreated, lose voice for 1d3 days and suffer -2 to spellcasting or command-based rolls.

On Natural 1 Save: The poison seeps into the lungs — the victim begins coughing up blood and bile for 1d6 rounds, suffering -1d to all rolls during that time.

The End of the Session

The characters end the session in Wymoor. Each character gains 3 XP.