

# 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* is eating his lunch. At least we can be grateful that nobody else is doing it for him. He finally joins to find *Chris* and *Paul* discussing the cuisine that *Chris* and some of his relatives have... experienced... during their cruise experiences. *Paul* finds that some of the cuisine options are so disturbing that he takes a moment to help *Michael* install a water filter. Apparently, that's soothing.

*Patrick's* welcome is hearing *Chris* describe how some of his dietary choices yesterday caused parts of him to make noises so dismaying that they caused his seven-week-old kitten to hiss at him. Ahem.

Things continue apace for *Tim's* entrance – *Chris* is on a tear, describing how a PLA unit in the Korean War crossed over the wrong bridge straight into a Vietnamese unit armed with anti-aircraft guns. It just gets better and better.

*Ernest* will be along presently. He has cult business to attend to. *Bruce* speculates that he's sacrificing for more Rune magic.

## Time for the Ritual of the Waves

*Ned Wimbley* has a magical horn and wants to use it to summon the mysterious island so he can participate in the great Mage Duel Tournament. He thinks he can win it and gain greater vitality by proving his sorcerous mettle. Or die trying. It's kind of all the same to him, except that it's really not. And he wants the others along to rig the fights.

Several characters are pretty badly hurt, so *Old Man Fish* heals them. He manages to upset *Tjaptar* early in the process, so the nature god sends snow to fall around him until the end of the day. But everyone is eventually healed, which makes even *Gallfred* pleased with *Old Man Fish's* patron and the nature and the child-killing and the hey-nonny-nonny.

## Don't Forget the Luhsaal Wheel

Aside from *Ned's* ritual, the characters also have a task to head to the Shudder Mountains in the West and stop *Boak* from becoming a demigod in the service of *Camue* and her Green Eye. And they have a

giant coffin chained in adamantite holding the semi-deceased body of the three-century-old mage *Zugun*. If they're late, terrible things happen.

Schedule risk or not, the characters spend the night resting in their campsite. *Gallfred Weasel* and *Ned Wimbley* pass the time by betting on dice games. Initially, Gallfred wins. Ned recognizes this as a violation of natural law, so he uses his little earth elemental servants to cheat. Gallfred loses 20 gold.

The next day, Old Man Fish goes out fishing. He comes back with 3 units of fish. He makes breakfast for the others: fish porridge, very Asian. Gallfred spends the day keeping an ineffective watch, because he's far too distracted by his losses to Ned.

## Ritual by Dusk

The characters travel down to the water's edge. There is a nice sandy beach there with only a few rocks. Gallfred tells the others, "This is nice! We could set up a nice Greek nude beach here if we wanted to."

The others look at Gallfred askance. That kind of comment is really out of kind for him – so maybe he has been communing with something really invasive.

Ned ignores them all. He recites words older than Ancient Hyperborean. His voice reverberates in thunderous effect. The sky darkens. And a boat with a cold, green flame at its prow sails up to the shore. The crew are tall men wearing ceramic masks. The characters note that the ship is floating slightly above the surface of the water.

The Servitors soundlessly draw the ship up to the shore. One steps forward and extends a bone scroll case encrusted with jewels and capped in gold to Ned, who accepts.

Gallfred thinks, "That case looks valuable." He speculates on how hard it might be to steal it from the Servitor. He suspects it would require Waco Kid-level speed to carry out.

Ned doesn't pay attention to Gallfred's inner thoughts. He opens the case and finds that it is an invitation for him to participate in the Competition of Sorcerers, along with whatever "Aides, Servants, and Sycophants" he might choose to bring along.



The silent Servitor makes strange clicking and buzzing sounds as it waits for Ned to respond. Old Man Fish whispers, “I don’t think this is three raccoons in a robe. I think this is more of a three-beetles-in-a-robe situation.” The others nod.

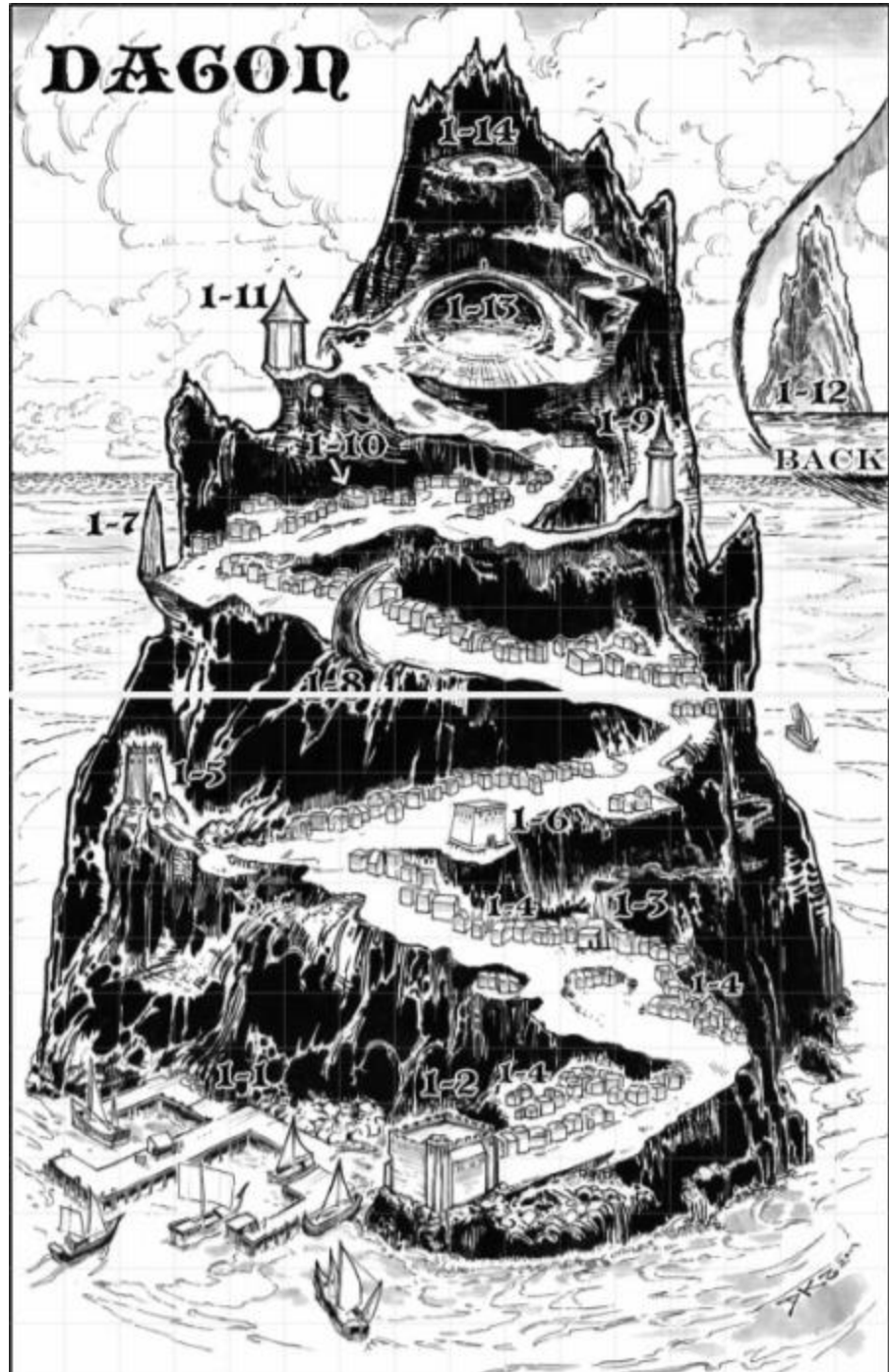
## Embarkation

The characters board the ship. So does *Luigiphon*. It and Gallfred to it in silent and (nearly) invisible fashion.

The Servitors soundlessly prepare the ship for departure, then set course across the strange ocean. Time doesn’t seem to flow right – the characters can see waves frozen in place in the distance, and the moon sails quickly across the sky.

Eventually, the boat reaches the port of the island-town of Dagon, a place that is surely not inhabited only by strange human-monster hybrids. The entire island smells of brine and seaweed, as if it had only recently been hauled up from the depths of the oceans.

The characters are able to see that there are already six pennants hanging above the docks, one for each of the six wizards who have already arrived at the competition. As they watch, a seventh pennant is raised up, this one bearing Ned’s sigil of a worm wearing a crown.



The docks are crowded with silent, robed townsfolk. A trio of black-robed elders approach; the crowds part around them. They address Ned: “We are of the Order of Dagon. We give you a warm welcome, Our Champion. We hope you are pleased with the sigil we hang here for you.”

They approach with a bright silver crown, a rod topped with Ned’s glyph, and a single sweetmeat served with a silver fork upon a silver platter. Ned accepts them all and eats the sweetmeat – which gives him +1 die size for spell checks for 24 hours. The other group members are handed marked tabards which mark them as Ned’s property. The elders warn Ned to keep his servitors nearby, for any mage can freely kill any non-mage upon the island. And the first duel will be at dusk, held at the Charnel Arch. The two contestants are *Renox the White Magister* and *Kasaca the Corrupter*. Their sigils are a white book and a piece of steak that has been left out in the sun too long.

Ned and the rest of the group are assigned the tower at 1-5 as their quarters during the channels. The Black Order provides a palanquin for Ned and suggests that his various flunkies should carry him in it. Luigiroth gets this job, mostly. Apparently, within Ned’s own demesne (his tower) his will shall be sacrosanct and absolute – if he wishes food or anything similar, it will be provided.

The Elders provide some ground rules for the contest:

1. Any attack by a non-wizard upon a wizard is punishable by death.
2. A wizard and his retinue may always shelter in their tower – only the Order of Dagon can intervene within.
3. Any wizard can command the execution of any non-wizard, and only another wizard can stay that command.

Ned speculates that there must be an ulterior motive to the contest, and that the real villains are the organizers and not the other wizards. Gallfred points out, “This just looks like an ordinary sporting event to me. But then, I grew up in Sewich.”

The others observe that there are lots of insect-person guards and workers all around. The building at 1-3 seems to be a crematorium – it belches out clouds of foul black smoke.

## Home Away from Home

The characters’ tower is decorated with gruesomely spiked battlements, crude black stones, and an amazing smell. The elders of the Black Order hand Ned the key, which he uses to open the iron-bound door. Gallfred observes that while the door is thick and stout, the lock would be easy to pick. The tower is two stories high. The first floor is a single hall with a central fire pit – it is obviously intended for Ned’s flunkies. The second floor has a grand bed, a wardrobe stocked with white robes decorated with Ned’s sigil, a writing desk and library, and several snacks. It also has access to the battlements on the roof.

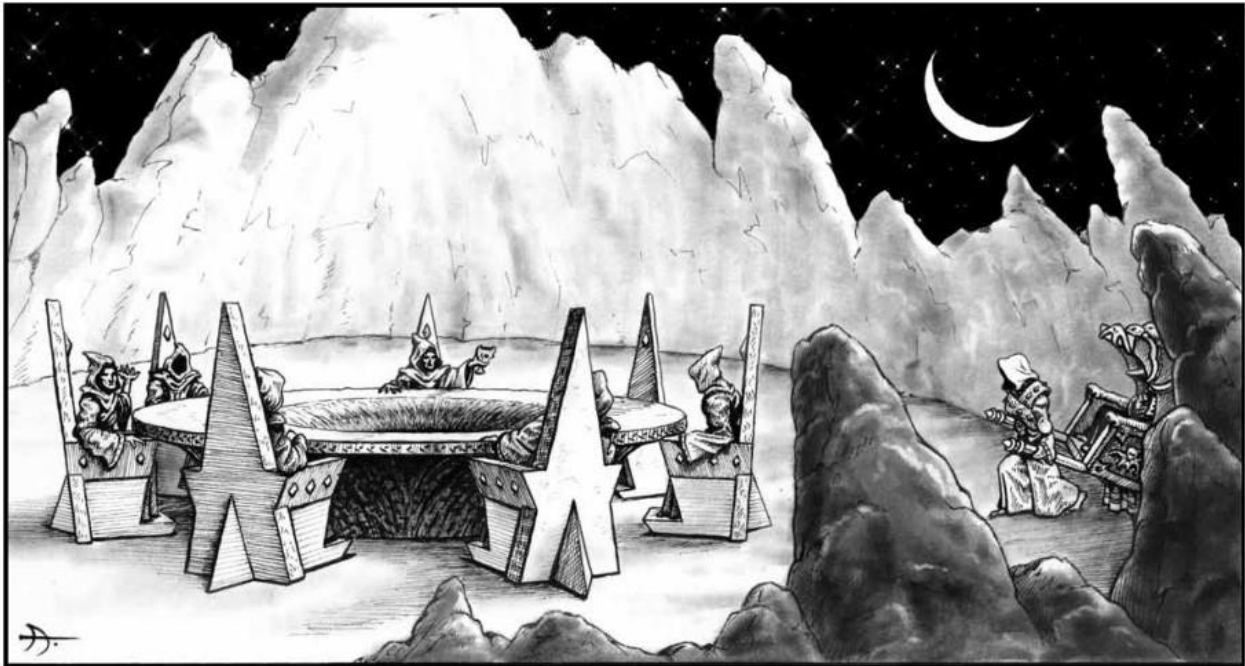
## Touring the Town

The blocky, obsidian tower at 1-6 is marked with the sigil of Renox the White Magister. Gallfred thinks it would be slightly harder to climb than the characters’ tower. Tower 1-7 is crystalline and guarded by a



pair of hooded figures. The characters don't recognize the sigil. Tower 1-8 is marked with the sigil of Kasaca the Corruptor. It's a 70-foot stone claw, apparently driven up through the body of the island. Tower 1-9 is just ominous, with a balcony. Tower 1-10 is small and similar to the other houses of the island. Mud seems to ooze from the stones and from underneath the simple wooden door. It has a sigil with a very froggy theme. Tower 1-11 is a five-story octagonal structure with an overhanging bretasche and a steep, sloping roof.

Near the top of the island is 1-13, the Charnel Arch. This is where the duels are scheduled to take place. It is a black arch rising up 100 feet into the air. There are two platforms on either side. The whole structure is surrounded by a foul-scented miasma, and as the characters approach closer they realize that the steps up to the platforms are made from the charred bodies of previous duelists.



Moving past the Charnel Arch, the characters find that the insect servitors pay them no heed. Many steps upward the characters find a circular hollow surrounded by seven obsidian thrones decorated with precious metals and jewels, each centered upon a single large jewel clearly worth a King's ransom. At the center a stone table built around a circular pit that descends into the unknowing depths. This is the Table of the Black Order, and the servitors actually prevent the characters from approaching closely. But even at a distance, it is clear that the Table is placed to allow the Masters of the Black Order to watch the death matches as they progress.

## Meeting the Competition

During their tour of the town, the characters catch sight of one other contestant: *Alred the Harbinger of Fate*, a squat man who sweats profusely. Small frogs and salamander emerge from his body constantly. He is escorted by a single frog-man servitor who is also his apprentice and familiar. He notes that several of the characters have PER 13+. He hates them all.

Ned introduces himself.

Alred squashes a frog. "Augh. More meat for the beast!"

"When did you get here?"

"Hard to say, time runs strangely here. But now that the tournament has begun it should be simpler."

Alred's apprentice leers longingly at Old Man Fish. He hears something, then hisses, "Yes, master! These people are so lost! You should have no trouble defeating them!" Old Man Fish feels uncomfortable.

Alred simpers, "My will shall rule over all of creation once I become master of this island! Hahahahaa!"

Old Man Fish asks, "What kind of government will you institute?"

"Absolute tyranny, of course! I will do anything to win! You understand?"

The characters conclude that Ned is deeply well-socialized compared to Alred.

Gallfred and Old Man Fish have an open conversation about how best to garrote the apprentice. Alred tries to threaten them with the rules of the competition, then dismisses Ned as not being a challenge in the competition.

## Even More Competitors

Shortly after Alred dismisses the characters, they find Renox the White Magister out for a stroll with his squat imp servitors. They note that he's got a nice sense of personal style, but also has an open, unhealed wound on his chest. It looks a little bit like a raccoon bite.

Kasaca the Corrupter is an old woman with questionable dress sense and a disproportionately large belly. She is escorted by a heavily-armored Amazon.

*Urzeth the Unbound* is just a flame in a robe. They have an impressive large sword and two servitors: a mean-looking and underclad woman, and a turban-wearing possible thief with a short dagger.

*Illka the Fey* is an elf! She has twelve hooded men as her servants.

*Xander the Magnificent* is an old man with surprisingly few visible mutations, except for his head. Oh wait, that's just his helmet. He carries a mid-length blade and has a very solid clay golem as a friend.

## The Evening Competition

All of the contestants and their entourages, all the characters, the six Hidden Masters of the Black Order, and (apparently) a quite large number of people from other planes who are there to watch. The crowd parts for the evening's duelists and their escorts. The mists of the arena cause the contestants' magic items to glow in blue flame – they swiftly divest themselves of all their gear, handing it to their entourages, then select their choice of weapons.

After preparations, Renox and Kasaca stand in their circles. They start with *lightning bolt*, which each counter. Then Kasaca casts *sleep*. Renox has no counter: he falls, then falls from the circle to the ground to his death. Some servitors bear his body away upon a bier while the others tear his imp servants apart with their teeth. The victorious Kasaca is borne upwards to sit with the Secret Masters.

The next match will be Urzeth the Unbound against Illka the Fey.

### Gallfred's Side Errand

Gallfred takes a quick side trip to visit Tower 1-11. There are two ways to get in: the front door, guarded by a portcullis, and some windows on the highest level that are only six inches wide. Gallfred scales the side of the tower to peer into the windows. He spots a simple sleeping mat, a giant black grimoire on a book stand, and a pack. He hooks the pack and drags it to the window. It contains:

- Three vials of a green, poisonous paste – useful for a slashing or piercing weapon. It is a DC 20 fort poison that inflicts 1d12 damage on a failed save. And because it is a paste, it lasts for multiple hits but with -5 DC for each successive attack.
- an oiled cloak;
- one week's rations;
- three flasks of oil;
- flint and steel;
- a waterskin; and
- pouch containing 50 gp in a variety of coins.

#### Green Poison Paste

Characters struck by the weapon must succeed on a DC 20 Fort save or take an additional 1d12 damage. The Fort save DC is reduced by -5 with each attack, as the green poisonous paste is slowly wiped away in the furious dueling (whether the blows strike home or not).

Gallfred takes the poison and the pouch of coins. Then he pours a dose of *lamprey milk* into the waterskin.

### Post-Duel Conversation

Ned strikes up a conversation with Xander the Magnificent. He admits, "I think this contest may be more than I had bargained for. I had counted upon having items to aid myself, but they are not allowed."

"Yes, but you seem mighty. Did you construct this golem yourself?"

"Yes I did! I hope it will keep me safe upon this island, except for the duel of course."

"What do you wish to do with the prize?"

"If I could become one of the Secret Masters I would use that knowledge and power to become even more magnificent!"

"So, how about Illka and Urzeth?"

“Urzeth is clearly the favorite. He no longer has a physical body – how can you beat that?”

Ned makes Xander a side bet for 50 gp that Illka will win over Urzeth.

Xander thinks that Alred is a fool and a cheater – anyone matched against him should be careful of his tricks. He has heard that Illka the Fey was exiled from elvish society years ago due to her ceaseless lust for power. He suspects that her twelve acolytes conceal chainmail and serrated blades under their white cloaks.

## Breaking and Entering

The characters go to visit Tower 1-6, formerly the residence of Renox the White Magister. The lock on the door is surprisingly good, but Ned assures Gallfred that it’s just an ordinary lock. Gallfred (with some luck) manages to open it and let the characters in. The interior reflects the discipline of Renox’s barren mind. The first two floors are completely empty, with not even a single mote of dust. The third floor was the Magister’s study and bedroom, with very simple furnishings, but also a locked iron-bound strongbox.

Gallfred notes, “I don’t think this guy was a real wizard. I mean, look at his bed!” The others nod. Real wizards are noted for having 10x10 foot beds. Then he looks at the chest and concludes that it is trapped with a *demonic sigil*. Whoever opens the chest gets attacked by a demon. Not a good deal, overall.

Gallfred tries to unlock the chest without opening it. This doesn’t go well – he immediately triggers the sigil. A *fire demon* shows up and grabs Gallfred by the neck and whips Hemp with his burning whip. It easily evades several characters’ attacks, but it doesn’t evade Ned’s *magic missile* barrage. It ends up critically injured. Recognizing that he might have just drawn aggro, Ned follows up with a *mirror image* to keep him safe.

The demon tries to roast Gallfred again, but Podrick steps in and uses the powers of his magic shield to take the damage instead. And Hemp the weaver uses the *shield of the lagomorph* to parry its whip strike. And then Podrick sends *ulftheonar’s wolf-spear* straight through its skull and snuffs it out.

After that, Gallfred opens the lock. You know, after the demon has already burned him. The strongbox contains:

- Renox’s grimoire containing: enlarge, force manipulation, magic shield, read magic, runic alphabet (mortal), ward portal, ray of enfeeblement, shatter, haste, and lightning bolt.
- Two vials of bubbling green liquid;
- A gleaming opal that turns out to be a *luckstone*; and
- A book containing notes on a strange ritual.

Gallfred thinks the liquid is not a poison. It looks more like a magical potion. The ritual is one of *binding*, apparently one to link two people together so one takes the wounds of another. It is permanent! Renox’s notes suggest he intended to use the ritual to bind himself to his imps. He suspects that the



bond isn't detectable by the spells of the Secret Masters. He also thinks that Alred has already performed a ritual like this upon his own apprentice.

#### Shattered shield of Krel-Ta

+1 shield, immune to fear  
1/adventure)

The opal doesn't seem so much an object that anyone would want to sell. It looks more like a *luckstone*. It raises the wearer's LUCK value by +3, but that additional luck cannot be burned. Podrick claims it, over Gallfred's grumbling ("well, I guess he *did* save my life..."). Ned claims both the grimoire and the ritual.

Ned identifies the two vials as *potions of vitality* that restore 1d3 to any weakened stats except LUCK. Ned drinks one immediately, Gallfred stashes one for later.

As a side note, Old Man Fish takes the *shattered shield of Krel-Ta* from Gallfred, over Gallfred's whining complaints.

### The Elf Is up to Something. So Is Ned

On the way back to the characters' tower, Old Man Fish glances up the hill and sees that there is a glint of light from the top of the crystal tower where Illka the Fey is based. It doesn't last long. He tells the others, "The elf is up to something! There might be a battle there, or something!"

The others conclude that it isn't their problem. Besides, Ned has a ritual to perform at midnight. He performs the ritual to bind himself to Luigiroth. The effect of the ritual is that any time he takes damage, he only takes half damage and Luigiroth takes the rest.

The next morning, Ned wakes and eventually goes out to demand brunch from one of the servitors. Then after brunch the group head towards Illka's tower. They observe that her dozen servitors are wandering the streets, looking for trouble. Podrick steps up to talk to them. "You guys seem agitated. We saw lights flickering in your tower last night, what's up?"

The servitor is angry, "Urzeth's assassin crept into the tower last night and poisoned the food with iron shavings!" They think that Illka will survive, but she is in rough shape. They want to head up to Urzeth's tower to kill *Amathies* and *Indrigo*.

The characters agree to accompany Illka's people up to Urzeth's tower so Ned can provide legal cover. The Dagon Servitors are all nearby and seem to have little interest in the proceedings.

### Fighting in the Streets

The characters watch as Illka's twelve apprentices face off against Amathies and Indrigo. Amathies hisses, "Bring it!" and transforms: her nails lengthen to six-inch blades and her incisors grow into snake's fangs. Even better, the entire lower half of her body transforms into a snake's body. Indrigo draws out two blades that are conspicuous in their lack of poison and hides behind some debris.

The apprentices just storm Amathies. The characters mostly move up slowly, interested in watching what's happening. Ned casts *enlarge* on Podrick so he can have a better view of the encounter. It is

quickly clear that Amathies is able to dish out a lot of damage, and that the apprentices are likewise able to absorb quite a bit of punishment. Indrigo shows up and executes a surprise attack that leave an apprentice partially blinded and disoriented, but still very much alive.

Then Hemp calls out to the insectile Servitors, "These two groups are disturbing the peace! They need to be executed!" The Servitors glance at Ned, who nods. Groups of Servitors scramble along the walls and cliffs towards the fight. The characters learn that the Servitors each have four attacks (!).

At this point, Urzeth shows up and orders the Servitors to destroy Illka's apprentices. The Servitors immediately kill five of them.

Hemp (now hugely *enlarged* by Ned) shoots an arrow right through Indrigo and kills him. Podrick kills one of the apprentices, apparently not willing to let the Servitors do their work.

Then Ned decides to go to the mat. He casts *magic missile* at Urzeth. Urzeth tries to defend, but Ned blows right through his defenses and obliterates him.

Ned calls out, "Amathies! Do you declare undying loyalty to me?" She agrees that loyalty is better than death and accepts a Team Ned tabard. She puts on the tabard and transforms back into the form of a tall human woman with snake's eyes. She explains that she is a lamia. Meanwhile, the Servitors finish chopping apart the last of Illka's apprentices.

The others suggest that Gallfred should loot Indrigo's body on the grounds that he must have lots of interesting stuff. Gallfred is dismissive, "Oh yes. I am *certain* that he has many interesting items that I would really want..." They clearly aren't recognizing that he already pretty much looted Indrigo before. Gallfred does take Indrigo's short sword, dagger, and boots. Later on, he makes sure to retrieve Indrigo's (poisoned) waterskin. The assassin clearly didn't get thirsty before he died. Perhaps someone else will be...

Hemp the Weaver takes Urzeth's great sword (because that's a way to point out that Urzeth is defeated) and his fireproof cloak.

### Looting Urzeth's Tower

Amathies is able to get the characters past the magical defenses in Urzeth's Tower. There isn't much there: Urzeth's belongings consist of a simple bookstand and his massive, black grimoire. Nearly three feet on a side, the tome contains the following spells: animal summoning, color spray, flaming hands, magic missile, magic shield, levitation, magic mouth, phantasm, dispel magic, fly, and lightning bolt. Ned claims the grimoire.

### The End of the Session

The session ends with the characters heading back to their tower. Each character gains 5 EXP. Ned Wimbley gains +1 LUCK for taking out one of the enemy wizards.