

WRATH OF THE RIGHTEOUS 07/06/2014

Attendance

This is the first session of the *Wrath of the Righteous* campaign path. The group includes *Ernest* (with his paladin/monk), *Chris* (playing an honest-to-goodness cleric!), *Bruce* (oracles huzzah!), *Patrick* (going all-out with the paladin), *Matt* (another paladin), and *Tim* (an angelic sorceress).

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	1
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	1
Antonius	Ernest	Male Tien Paladin of Irori, Stolen Fury	1
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	1
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	1
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	1

Kenabres, City on the Border

The adventure starts in the frontier city of Kenabres, a city on the shores of the Sellen River and right upon the front lines of the struggle against the Worldwound. Kenabres is very much a city under siege, watched over by the power of the *wardstone* in the Kite Fortress and protected by the legions of Crusaders encamped both inside and outside its walls. The mood of the city is dark, as the Fourth Mendevian Crusade against the demonic forces emerging from the Worldwound has not been going well.

Our Cast of Characters

The oracle *Tabregon* and the bow-wielding paladin *Trystan* are more recent arrivals. Both of them grew up in the River Kingdoms to the south. They met during the journey: both of them were passengers upon the riverboat *Sellen's Fortune*.

Antonius is Tien, but dressed in Chelaxian leather armor. He has a pair of black leather cesti at his belt. His ethnicity is quite uncommon in Kenabres, so he draws a lot of attention from the locals. He has been staying in the Crusader camps outside the city. The camps are fairly rough-and-tumble, full of young men eager to fight demons and older men demoralized by their experiences fighting demons.

Tsuguri is also Tien, the very picture of the spear-wielding Tsukiyo (a foreign god). The Chiba family has a compound in the city, originally established as a trading outpost. Tsuguri's parents joined in the Fourth Crusade, showing the kind of stubbornness that is really required to live in Kenabres on the front lines of the struggle. He is intent upon joining the ranks of the crusaders, to carry on his parents' legacy. He is shocked that Antonius dishonors his ancestors by dressing as one of the locals.

Tabregon is a half-elf out of the River Kingdoms. He has also been staying in the Crusader camps, trying to support himself by healing Crusader horses. He looks like he has traveled a long distance, but not in a manner befitting a gentleman.

Trystan is another River Kingdoms half-elf, and a Paladin of Shelyn. Trystan and Tabregon met on the riverboat *Sellen's Fortune* during the journey up the river to Kenabres and immediately bonded as two half-elves from the River Kingdoms, both of them touched by divinity, right up until they realized they were devoted to different gods.

Shawanda is extremely well-built in a Grace Jones sort of way. She wears shiny scale mail and has big scars down her back. Given her cheerless faith in Iomedae many conclude that they are from self-flagellation, but they actually are reminders of a childhood demon attack. Her family lives in the city.

Calanthe is aasimar (a woman with a partly angelic heritage), able to draw upon sorcerous power thanks to her descent from Shelyn. She is an enigma to the others.

The Festival of Armass

Excitement has been building for several weeks in the city of Kenabres as the holiday of Armass on 16 Erebus approaches. It was originally a very restrained gathering of scholars, but it has since become a great festival that involves the entire city. The opening ceremony is traditionally overseen by *Lord Holrun*, the old white-haired paladin of Iomedae who is the ruler of the city. Holrun was a major force in the Third Mendevian Crusade. He gained fame and renown for his zealotry in hunting down those who did not support the crusade with sufficient fervor, a hunt that engulfed many who did not follow the faith of Iomedae in the strictest possible manner. He has since publicly expressed regret for his role in the pogroms.

The characters have managed to get very good seats for the opening ceremonies. They await the start of the festivities almost as much as the downtrodden common citizens do. The mood in the city prior to the festival has been grim, as the fight against the demons of the Worldwound has not been going well. The First Mendevian Crusade was the only one of the four (to date) to have gone well. The Second Crusade turned into a bloody rout for the Crusaders as the demons showed military organization much better than their chaotic heritage would suggest. The Third Crusade barely got off the ground before it devolved into a wild frenzy of pogroms and witch-hunting among the ranks of the Crusaders themselves. And the Fourth Crusade has been nothing more than an enduring grind of warfare with little to show for it.

Suddenly the characters find themselves in a dark place. Their heads hurt and they are surrounded by the moans of the wounded and the dying. Their ears ring and they have trouble breathing. The air is choked with dust. Everything is pitch-black.

Trystan and Shawanda look around, trying to determine where they are. Tabregon reflexively channels positive energy, trying to heal everyone around him (it seems there is a need).

Tsuguri casts *light*, revealing that the characters (and a lot of other people) are in a large underground cavern. It seems like the entire main plaza has collapsed and fallen into a cavern far beneath the surface. Antonius can see only one collapsed wall of the cavern. The arms and legs of people who did not survive the fall protrude from the

rubble. He is also able to see a massive spider-shaped silhouette nearby. He shouts out, trying to draw the thing's attention.

Others in the area include an elf, cradling his badly-burned face, a woman sitting against the rubble in some pain, and a stout man dressed in noble's finery. There is also an unconscious sorcerer.

Shawanda collects her sword and shield and moves to engage the gigantic spider-thing. The sorceress Calanthe comes conscious and struggles to her feet. Trystan calls out, "I think it's dead!"

Tabregon moves to aid the injured. He has a memory of seeing the elf lashed across the face with a burning lash, destroying his eyes. He concludes that the elf will need more work than he can provide, so he casts *Cure Light Wounds* upon the leg of the injured woman. He is able to help her, but her leg is so badly damaged that she still moves as if crippled.

Tsuguri has seen the blinded elf before. He is *Aravashnial*, an itinerant wizard who crafts minor magical items for people around town. He also remembers seeing him struck by the giant flaming lash of some kind of immense demon. He tries to render aid to him. He concludes that Aravashnial will need a *Regeneration* spell to restore his sight, but can still benefit from healing. He channels positive energy to help him, and several others nearby.

Antonius investigates the massive spider creature more closely. It is the size of a horse, and clearly has been dead for some time. However, as he draws closer he can see that something is wriggling and moving inside it. There is a muffled chewing sound and a bulge on the spider's abdomen. He pulls back and warns the others, "There's bugs or something getting set to come out of here, be ready to kill it with fire!" He draws out a three-piece rod and assumes a blocking position.

Suddenly, giant maggots erupt from the spider corpse! They have greasy pale flesh and dripping circular mouths filled with tiny sharp teeth! Calanthe is quick to respond: she shoots one through the head with a light crossbow. It falls, unmoving.

Tabregon urges the wounded woman to ready her weapons as he draws his morningstar out. She readies a bow, but warns that she has only four arrows and is loath to expend one on a maggot.

Antonius and Shawanda engage the second maggot. Shawanda easily slices the awful thing in two! It dies, spewing vile liquids.

The Other Survivors

The characters try talking to the other three survivors. Aravashnial remembers seeing the giant silver dragon *Terendelev*, the protector of Kenabres, beheaded. The other two are *Anevia Tirablade* (the woman dressed in leather and carrying a bow) and *Horgus Gwerm* (the foul-tempered nobleman).

Anevia explains that the caverns underneath the city are overrun by giant vermin thanks to the influence of the Worldwound. Because the vermin are mindless things, they will not necessarily show as evil to a paladin's senses. She is the wife of a Crusader and is a retired adventurer: she carried her bow only because she was going to participate in the archery competition. She is married to *Irabeth Tirablade* – a rather noted half-orc paladin and a leader among the Crusaders. Irabeth catapulted to fame when she discovered the treachery of *Staunton Vhane*, a paladin turned to evil. Anevia does mention that she is carrying two vials of alchemist's fire and three smokesticks. Trystan walks with her.

Horgus Gwerm is a noble and explains that he is born to lead. His true talent lies in the allocation and redistribution of goods. He can fight with the rapier, but sees no need to do so. Nor, for that matter, is he actually carrying a rapier. He is also prone to making harsh comments. Calanthe stays near him, trying to befriend him. She is rewarded for her efforts: he continues to belittle the other characters, but avoids flinging barbs at her. He also promises her great rewards if she can get him safely to the surface.

Aravashnial is a wizard with skills in conjuration. He asks that one of the characters stands by him to act as his eyes – Tabregon volunteers for this task.

The Scales of the Dragon

The characters look around for useful items. They find six *silver dragon scales*; each character takes one. As they touch them, they feel a tremendous sense of resolution and sadness. Each scale has a different power, acting with CL 19:

- *Scale of Cloudwalking*: *levitate* 3/day, with the special effect of a pillar of clouds (that can also provide concealment). (Tsuguri)

- *Scale of Disguise: alter self* 3/day, plus a +4 bonus on Bluff checks against evil creatures. (Calanthe)
- *Scale of Resistance: resist energy* 3/day against cold and electricity. (Tabregon)
- *Scale of Sacred Weapons: align weapon* 3/day to make a weapon lawful or good. (Antonius)
- *Scale of Deflection: DR 2/magic* 3/day. (Shawanda)
- *Scale of Icy Weapons: elemental weapon* 3/day, limited to granting the power of cold. (Trystan)

The Events in the Plaza

Tabregon asks Aravashnial about what happened in the courtyard while he makes the elf a bandage. The characters slowly reconstruct what happened. Just as the ceremony began at noon, a light as bright as the sun shone from the West, followed by a huge explosion. The Fortress of the Kite, where the *wardstone* was housed, exploded into a massive fireball that lit the sky bright as the sun.

A moment later, the silver dragon Terendelev flew from among the crowd. He was engaged by the massive balor *Korramzideh the Storm King*. They fought briefly as demons spewed out of the ground. Korramzideh quickly mastered the dragon, slashing deeply with a colossal blade and laying about with a burning lash. As the two crashed to the ground, a colossal demonic entity erupted from beneath the plaza. Where it passed the streets and buildings cracked and collapsed. A huge rift shot across the plaza, dumping the crowd into the depths.



As the characters fell, the dragon Terendelev seemed to notice them as cast a *Feather Fall* upon them to preserve their lives. The last thing the characters saw was the Storm King severing the head of the fallen dragon.

Escaping the Cavern

There are two passageways out of the cavern: one to the left and one straight ahead. Aravashnial appoints himself as the party's guide, in spite of the fact that he is completely blind. The characters go left and travel for a while. They find an abandoned campsite with some bones and broken rubble just past it. There is a large trash-heap nearby. As the characters draw near, four giant cockroaches the size of dogs swarm out of the trash heap.

Trystan shoots one cockroach with his bow, piercing the chitin of its midsection and severely wounding it. Calanthe shoots, but her bolt bounces off the creature's shell. Antonius moves up to hold the line along with Shawanda. Anevia shoots and kills a roach with her shortbow.

Tabregon casts *bless* upon the characters. Aravashnial starts to cast some spell, nobody knows what. The cockroaches advance upon the blades of Shawanda and Antonius, who manage to crush one of them.

Calanthe manages to wound one of the two remaining roaches. Aravashnial summons a *celestial eagle*, ordering it, “Kill any bugs you see!” The eagle manages an excellent hit upon a cockroach, scratching it badly! Antonius follows up, crushing the thing’s armored head. Shawanda slashes the last roach into pieces.

The Campsite

Tabregon is able to confirm that the bones at the campsite are not humanoid bones. He cannot tell what manner of creature they did belong to. The goods scattered around the campsite include:

- Torn bedroll
- 3 candle stubs
- Fish hook
- 10’ of badly frayed hemp rope
- Copper brooch depicting a bat perching on a mushroom. The bat’s eyes are tiny anythefts. (worth 200 gold)

The characters are aware of no religion that uses the iconography of a bat on a mushroom. No noble houses use it either. The object isn’t evil, and it isn’t magical. Horgus Gwerm thinks that it is worth about 200 gold, but doesn’t think it is associated with any local noble houses. Aravashnial has heard stories that the descendants of deformed children from the First Crusade still underneath the city. The citizens above call them the Mole People or the Piddlings. Apparently, the first Crusaders did not know much about protecting themselves from demonic energies, so many of their children were born hideously deformed. The First Crusade was decades ago, long enough that their descendants might have formed their own society and learned metalworking.

The characters gather up the gear with the idea of giving it to a Mole Person (should they find one).

The Chamber of Snakes

The characters continue on. They go forward at the next junction, picking the passage that seems to slope upwards slightly. They enter an unstable-looking cave. Several mounds of recently fallen rock lie along the floor. Occasional dustfalls come

from the broken ceiling. There is a massive boom and the entire place shakes – it is clear that the natural disaster (or the fighting) is still ongoing.

Antonius flings a stone into the cavern. It does not prompt the emergence of a giant cave grue. Shawanda leads the group in, and almost immediately disturbs a wounded cave snake. It strikes, blunting its teeth upon her metal boot. It strikes again, biting her shield.

Another snake strikes out of a wall-crack at Trystan! Trystan strikes it and kills it!

Tabregon steps over to Antonius' snake. He hammers it with his morningstar, putting the snake into a frenzy of pain. It bites at Shawanda, again hitting only boot. She cuts it in half.

Shawanda continues across the room. Nothing attacks her.

Lost Temple of Torag

The characters continue through the caves for another grueling twenty-five minutes. Antonius comments, “Now we need to draw lots to see which one of us we eat.” The characters come to a junction. To the north is a cave filled with soft, nasty green light. To the south there is another tunnel.

The light is not evil. All three paladins in the group agree upon that point. The characters decide to enter the cave.

The green-lighted cavern is quite large, with a small stone building in the center. The building is very much like a bunker with the icon of a hammer carved near the door. Trystan notes that the hammer is the symbol of the good god Torag. There is evidence of some old collapsed outbuildings nearby. The area is lit by green phosphorescent moss. A pair of gigantic flies are buzzing around the building.

The characters discuss their relative lack of actual ranged weapons. Antonius picks up a stone and flings it at one fly. His target buzzes with irritation. Calanthe hits the other fly with a crossbow bolt.

The flies take to the air. The first fly charges at Antonius, because it doesn't like being struck by rocks. The second hurtles at Calanthe, because it likes crossbow bolts even less. “Outrageous!” cries Calanthe.

Aravashnial asks, “What is going on? I hear buzzing, very big buzzing!” Tabregon takes some time to explain that there are two dachshund-sized flies attacking, taking a moment out to swing a poorly-aimed morningstar at the fly attacking Calanthe.

Horgus Gwerm scurries for cover, all the while yelling out poorly-thought-out orders to the characters. The characters ignore his orders.

Shawanda moves to Calanthe’s side. The fly attacking Calanthe buzzes in irritation. Shawanda responds by driving her longsword deep into the creature’s body. It thrashes wildly! It lashes out at Calanthe and bites down hard! Tsuguri cries out, “Throw a rock at it! The rocks in this cave are good for killing flies!” Calanthe wisely simply strikes it with a spear and kills it.

Inside the Temple

Shawanda moves to the building and forces the door open. There is a small basin of water near the door, and a bench along the wall. She checks the water and confirms that it is still clean, even drinking some. Calanthe confirms that it is magical *holy water*, and Tabregon fills two flasks with it.

Anevia complains that her leg is bothering her. She sits down upon the bench. While Tsuguri checks on her, Horace Gwerm whispers to Calanthe, “Don’t you think she’s slowing us down? Shouldn’t we leave her here? The blind elf can protect her.”

Anevia overhears some of these comments and snipes at Horgus, “I’m surprised that someone can ignore his own faith so much to not be moved by the sight of this temple!”

Horgus recoils from her comments. He sneers, “Hah! Don’t you know that she’s nothing but a thief?”

Anevia says nothing, only looking to the ground sadly.

The Nave

Beyond the antechamber is the nave. The stone benches before the altar are broken and disarrayed. A cloaked dwarf sits in one of the pews; the paladins confirm with a glance that he is evil. The dwarf mourns in dwarfish, “I built this temple but Torag never came. I built it here to be closer to the heart of creation, but I received no sign of

gratitude from Torag. I cursed Torag and took my life in this very pew! I curse the name of Torag and all the good gods!”

Shawanda guesses that he is undead, perhaps a huecuva. Such is the fate of fallen, evil clerics who return as the undead.

Calanthe was raised by dwarves, and can speak to him. She asks him how long he has been here and establishes that he came down from the city of Kenabres, though maybe before the Crusades. He has forgotten his name.

Calanthe tells him, “Torag has blessed this place, the water in the nave is holy! You should repent and go to your eternal rest!” She is not sufficiently convincing.

The characters decide that leaving an evil undead in a temple to a lawful good deity is sort of blasphemous, so they decide to deal with it. They advance upon the creature. It launches itself at Trystan, inflicting a nasty ragged wound with its claws. Calanthe touches it with heavenly fire, burning it! Antonius lashes with his three-piece rod, but it dodges out of the way. Shawanda invokes *smite evil* and delivers a crushing blow with her blade, leaving the creature reeling. Tsuguri touches it with *gentle rest*, staggering the thing.

Aravashnial asks, “Is it time to summon something?”

Everyone yells out, “Yes!”

Horgus, now equipped with a shortspear thanks to Calanthe, stays in the background.

Tabregon calls upon Iomedae and calls down positive energy upon the undead. It is burned into dust. All that is left is its beard.

The characters search the area and find a *masterwork war hammer*. It is quite dusty from having lain upon the ground. The huecuva had some potions, helpfully labeled in dwarfish: two potions of *cure light wounds*. It also wore a knotted gold ring worth 125 gold (according to Horgus Gworm). Antonius suggests that he might like to keep it, as most of the characters are quite unworldly and it has a very good story behind it. Horgus seems pleased and puts it on next to his signet ring. Tabregon takes one vial of holy water, Calanthe takes the other.

The characters spend a few minutes to heal and bind their wounds, tidy up the Torag shrine, and continue on their way to the surface.

The Mournful Crusaders' Passage

The passageway continues south for almost a half-mile. The characters pick their way along it for almost an hour and then proceed up a gradual rise. They find a place where stone figures are carved into the walls of the cavern. Each depicts a different Crusader in arms and armor. The stone figures' features are carved in expressions of sadness.

Nobody knows exactly who the figures are, though Horgus Gwerm suggests that it is possible that they are champions of the First Crusade. There are some crests of Mendevian nobility visible in the crusaders' accoutrements.

Aravashnial offers, "If these are Crusaders from the First Crusade, then maybe the stories of the Mole People are true. Perhaps the parents of the deformed children fled underground to raise their children in peace, and their children carved these images in thanks to them."

Antonius moves forward to examine the carvings closely. A darkmantle drops from the ceiling to drop upon him. His Irori-granted sixth sense allows him to move to the side, preventing it from engulfing his head with its evil dark tentacles. The others see a second darkmantle as it lurks upon the roof. Calanthe strikes it with a *color spray*, rendering it unconscious (and blinded, and stunned).

Trystan shoots at the darkmantle floating next to Antonius' head, but his arrow goes wide. Anevia's arrow is also wide. Then the thing grabs Antonius' head and starts to constrict! Antonius thrashes as it squeezes his skull. Shawanda reaches in and grabs the darkmantle, tearing it away from Antonius. It thrashes like a furious cat!

The darkmantle lashes out at Shawanda, grabbing on to her head. Antonius clobbers it to death and Tabregon heals Shawanda.

Calanthe aims her crossbow at the darkmantle on the ceiling and shoots the thing. It twitches. Trystan stabs it through it, killing it.

The characters search the area. There is nothing to find except impressive carvings.

The Mad Dwarf Wizard

In the next cavern the characters find a blurry dwarf and his campsite. He shouts, “You stay away from me! I’m not going back with them! Do you truly expect me to believe you’re not here to arrest me?”

Calanthe tries to negotiate with him, but he casts *Magic Missile* in response. Calanthe is staggered! Shawanda charges him, but her weapon glances off his *Mage Armor*.

Tabregon channels positive energy to bring Calanthe back into the action (and, as a side effect, to almost bring Aravashnial back to full hit points). Antonius grapples the dwarf, yelling, “We’re not here for you! We’re not here for you!” Shawanda joins in with the grapple, leaving the dwarf immobilized. The dwarf proceeds to throw a fit. The characters respond by tying and gagging him.

He’s carrying several personal items including a spellbook and a small carved statuette of a man with a spear. He has a *cloak of resistance +1*, a dagger, a light crossbow with ten bolts, a potion of *cure light wounds*, a potion of *invisibility*, a scroll of *shocking grasp*, and a scroll of *resist energy*. None of it provides a clue on his identity. The characters appropriate his dagger, his crossbow, and the potions and scrolls. They leave him with a written IOU indicating who has which of his items. Tsuguri puts a bag over his head and ties him up. Tabregon agrees to hold the end of the rope.

The Caves of the Mongrelmen

The characters continue forward. The next tunnel starts sloping upward very sharply. They follow a path that others clearly use often, as the way has been prepared with hooks and pitons and handholds. The characters proceed slowly, bearing in mind that Aravashnial and the crazy dwarf both cannot see where they are going.

After a half-hour’s walk the characters come upon a large cavern. The walls and floors are riddled with cracks. At the center was a large stone tower that might have once reached the top of the fifty-foot ceiling. It is now collapsed, and the characters can see one figure trapped under the rubble. One appears to be a woman, but her face is covered in tumors. The other is a tall, thin man with a single long curling horn and a goat ear. The

man speaks in strangely-accented Common, “If your attentions are good, perhaps you can help us!” There is only one large stone left trapping a third Mole Person.

Horgus grabs Calanthe’s shoulder. He warns the aasimar, “You cannot trust these people! You cannot know what their intentions are! As you lift the rock, they will try to stab you!”

Aravashnial indicates, “We should help them immediately so we can learn their history!”

The characters ignore the NPCs and gather together to lift the boulder. They strain mightily, but are not able to move the stone. The stones shift, causing the trapped Mole Person to suffer 15 points of additional damage. Everyone uses their remaining healing to help him before they make a second attempt. The second time, they are able to free him, saving his life. The mongrels drag him out and thank the characters for their assistance.

Antonius gives the lead mongrel the items they salvaged from the campsite. The mongrel spokesman *Lann* indicates that the medallion belonged to their chief’s son. He invites the characters to go to their settlement, that the chieftain can reward them for their good deed. The other two mongrels are *Dyra* (who cannot speak) and *Krell* (who was rescued from under the stone).

The mongrel spokesman indicates that he and his people normally leave the crazy dwarf alone.

The Cougher of Spores

On the way back to the mongrelman camp Aravashnial pesters the three of them with an endless stream of questions about their history, their tribal organization, and so on. Then the journey is interrupted by a ten-foot chasm across the passage. From the sounds of the stone, the chasm is a very new development.

The characters clamber their way across with ropes, then continue for another quarter-mile to a rounded cavern. The mongrels warn the character that they don’t use the cavern for much because it has become the lair of the spore-cougher, which spews out hallucinogenic spores and kills mongrelmen.

Tabregon believes that the “spore-cougher” is actually a basidiron, a strange plant creature with four spidery stalks and an inverted bell-shaped cap filled with spores. It is immune to cold damage, but is slowed by cold. It isn’t particularly vulnerable to fire.

He thinks that defeating it would be exceedingly difficult. The characters agree to try to sneak past it using a summoned creature as a distraction.

The group moves forward into tunnels lined with sheets of fungus. Two dead bodies lie in the middle of the cave, next to a strange ropy heap of fungus. One mongrel comments, “That’s the creature. It seems to be dead. It looks like those two people killed it.” The two bodies are dressed as crusaders of Iomedae.

Antonius volunteers to run in and throw a stone at the creature after Aravashnial notes that he is down to his last summoning spell. Upon hearing this plan, Aravashnial remonstrates and suggests that the summoned creature sounds like a better plan. The characters actually suggest just shooting it. They try this, and are cheered when the creature doesn’t move at all.

The characters use a thrown hook to drag the bodies closer to them, with *prestidigitation* to clean them off. Upon closer examination, the bodies seem odd: they are dressed as paladins of Iomedae, but they are equipped with glaives and spiked gauntlets rather than swords. Their gear includes:

- Two masterwork chain shirts
- Scroll of *cause fear*
- Potion of *cure light wounds*
- Two glaives

One of them is carrying a small symbol of a brass bull’s head with tiny gemstones for eyes. Several characters identify the brass bull’s head as the symbol of the demon lord Baphomet.

Anevia is disgusted, “Cultists of Baphomet! Masquerading as crusaders! I’ve heard that the Baphomet Templars of the Ivory Labyrinth had infiltrated some of the crusader groups, but these two are dressed as Paladins of Iomedae!”

Trystan draws the likenesses of the two cultists. The characters collect various pieces of evidence from the two dead cultists before they move on.

The Chief of the Mongrelmen

The mongrels lead the characters through the chamber and to a pair of massive stone doors. Beyond the stone doors is a massive cabin with a lake. Over two dozen small

stone buildings are crowded upon an island in the center of the lake. The mongrels escort the characters across the lake (on ramshackle canoes) and through the town on the way to speak with the chieftain of the tribe. The chief *Sull* is a bloated, unpleasant looking figure with ratlike features and one clouded white eye. He lives in the largest building in the town.

The chief (who isn't evil) asks the characters about their story, how they ended up down in the warrens. He is concerned to hear that Kenabres was being overrun with demons and that the *wardstone* is destroyed. "This is very concerning. You may see us as outcasts and freaks..." (Horgus Gwerm nods) "...but our ancestors fought the demons in the First Crusade." He asks the characters to bring a message to the surface, saying that his tribe will stand with the surface-dwellers against the demons.

Unfortunately, the route to the surface stands in the territory of another tribe, one whose leader believes the best route to safety is to ally with the demons. Sull promises aid if the characters agree to destroy the traitor tribe on their way to the surface. The enemy is just a small group of malcontents, perhaps not more than a dozen.

Antonius gives the chief Sull the brooch. The chief's one good eye mists up as he describes how it was owned by his son, who abandoned the tribe. He offers his own *morningstar +1* in exchange for it. Beyond that he promises the opportunity to trade with the characters. The group hands the morningstar over to Tabregon. Trystan and Antonius both equip themselves with the cultists' masterwork chain shirts.

When the characters are ready, Sull tells them that they should send for him. He will help them in their task with some potions, and will provide them with a knowledgeable local scout to show them the way.

The characters sell the loot that they managed to extract from the cultists and such to Chief Sull's people, recovering about 147 gold. They keep the money as a slush fund. Horgus Gwerm finds that the mongrel villagers have a masterwork rapier for sale; he buys it.

The End of the Session

The session ends with the characters preparing to leave the mongrelman village and fight the renegade mongrels. They hope that a victory will clear a path back to the surface so they can find out how much of Kenabres still stands.