

WRATH OF THE RIGHTEOUS 07/20/2014

Attendance

Bruce observes that it is interesting that there are two pseudo-Asians among the characters, but neither of them has actually lived in pseudo-Asia any time recently. *Chris* accuses Bruce's character of being pseudo-European, except that he's not obsessed by milk products. Bruce defends himself by exclaiming, "I am obsessed by milk products! I love milk products! I use them for all manner of things! Every day, and in every possible way! Oh, you meant my *character*..."

Patrick observes that his character is a pseudo-African who doesn't come from pseudo-Africa. *Matt* keeps silent. He understands very clearly that there will be no winners in this discussion.

Paul saves the conversation by talking about the new Game Night with his co-workers. He mourns the fact that he just doesn't ping people's gaydar. Bruce immediately sabotages Paul's efforts by pointing out parallels between his comments and *Naked Lunch*, and then similarities between *Naked Lunch* and *Battlestar Galactica*. Paul shakes his head in dismay.

Tim shows up equipped with a story that's not suitable for a family environment. Though it is suitable for something like this session summary.

Ernest has indicated that he will be late, owing to the need to dispose of some relatives first.

<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

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	1
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	1

Against the Renegade Mongrelmen!

The characters have rested and regained their spells in the mongrelman village of *Chief Sull* and are ready to attack the renegade mongrelmen tribe he has fingered. They are quite glad that Chief Sull has expressed his support of the (probably ruined) city of Kenabres up on the surface. The renegade encampment is only about 2000 feet away, but the fact that the characters must travel with the lamed archer *Anevia* and the blinded wizard *Aravashnial* will slow them down. They decide to leave the crazy dwarf wizard with the mongrelmen, but to bring along *Horgus Gwerm* on the notion that he might be useful under some unusual circumstances.

The characters travel down a tunnel that narrows to a 5' passageway carved with picks and chisels. The characters know from Chief Sull's guidance that they are approaching the traitors' den.

The characters come to a cave bisected by a barricade made of loose rock and debris. Beyond is a wooden screen covering a tunnel mouth. As the characters approach they hear the howling shrieking of mongrelmen raising the alarm. The characters also discover that the mongrelmen are equipped with ranged weapons! They have javelins! Worse yet, they did not use sustainable techniques for manufacturing their javelins, confirming their chaotic nature!

Tabregon leads by casting *bleed* upon the group. *Trystan* casts a *shield* on himself.

The two mongrelmen as varied as their heritage would suggest: one has the head of a flind and the body of a gnome. The other has the claw of a kobold at the end of a lizardlike arm.

Anevia has a full complement of arrows in her quiver now, so she fires with all her feats and hits the flind-headed mongrelman twice. *Tsuguri* moves forward and jabs at

one with his long spear. *Calanthe* strikes both the mongrelmen and Tsuguri with a *color spray*, which all of them promptly resist.

The mongrelmen throw javelins, hitting *Calanthe* and leaving her bloodied! She engulfs herself in heavenly fire, healing all the damage.

Aravashnial finishes casting! He summons a *celestial hyena*, which takes a chunk of thigh out of one mongrelman. The mongrelmen surround the creature and club it brutally!

Shawanda takes advantage of the distraction to clamber up the barricade. *Tabregon* tries to follow her, but fails. Tsuguri shows him how it's done, thundering up past the stuck oracle. *Trystan* shoots down the flind-headed mongrelman with his bow. *Anevia's* shots at the other mongrel go wide.

Shawanda finally makes it over the barricade and slashes at the surviving mongrelman, delivering a serious slash across its arm. *Trystan* follows up with a straight shot to the lungs leaving the mongrelman gasping. Tsuguri stabs with the long spear and kills the creature!

Reinforcements!

Within a round, additional mongrelman reinforcements show up. Two heavily-armed mongrelmen knock the wooden screen across the tunnel mouth aside. One of them has the lower face of an elf, but the upper head of a crab-man, complete with eyestalks. Crab-head's left arm is grotesquely large and furry like that of a minotaur, but his legs are freakishly small and undersized. The second has a minotaur's horns and ears but the eyes of a fish. Fish-eye howls and brandishes his club!

Trystan and *Anevia* stand behind the barricade with their bows. They pepper the mongrelmen with arrows as the others move to engage. *Calanthe* shoots fish-eye with her crossbow, a solid hit!

Tsuguri attempts to inflict a *gentle rest* upon one mongrelman, but the creature evades his touch. The mongrelman swings his club in response, leaving Tsuguri off-balance but not badly hurt. The mongrelman takes a second strike and knocks Tsuguri down.

Crab-head manages a solid club strike against *Shawanda*, leaving her staggered. She grits her teeth and regroups, then stabs the creature through the throat. It falls.

Tabregon moves up and smashes crab-head with his morningstar. He is pleased by the solid thud the weapon makes upon the mongrel's armor. Noting that Tsuguri is down, he moves back and heals him. Tsuguri gets up and heals Shawanda. And to finish, Calanthe engulfs Tsuguri in heavenly fire to completely heal him.

The mongrelman looks at this display with a sense of frustration. He clubs Calanthe and drops her. The mongrelman bleats in triumph, showing off his flat, goatlike teeth in the process. His triumph is short-lived, as Tabregon slams him in the mouth with a *+1 morningstar*.

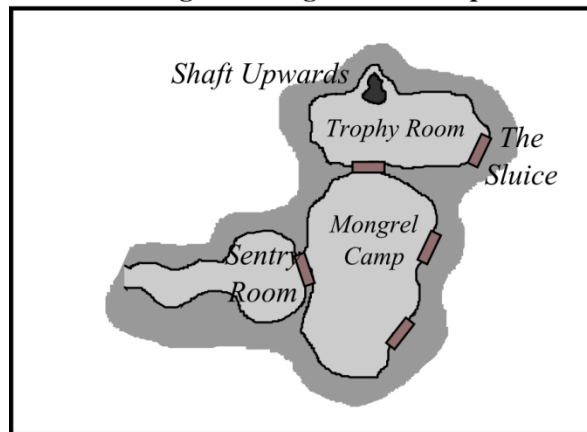
The After-Action Report

While Trystan and Shawanda watch the passage the others loot the mongrelman and heal each other. They find little of real value – the mongrelmen have only clubs and javelins. Several characters pick up javelins (Calanthe, Tabregon).

Mongrelman Campground

Calanthe uses her *silver dragonscale* to *alter self*, assuming the features of one of the mongrelman reinforcements. She leads the group down the corridor. The characters move into a chamber redolent with the smells of cooked meat and unwashed bodies. There are ten bedrolls upon the ground around a campfire and a variety of hides stretched upon the walls. The hides are decorated with scenes of humanoids fighting giant vermin. There are two doors to the east and one to the north.

Renegade Mongrelman Camp



Trophy Room and Cultist Guestroom

The passage to the north leads to a trophy room – posed bodies of dire rats and other underworld creatures are placed on wall shelves. There are two more bedrolls here, plus the two cultists who own them.

The two cultists are very surprised when the disguised Calanthe casts a *color spray* at them, leaving one cultist stunned and on the ground. The other characters pour into the chamber, ready to slaughter the second cultist. Tsuguri is amazed when his *gentle rest* works, leaving the stunned cultist sleeping.

Trystan and Anevia yell out in unison, “Surrender, evil cultist!” as they shoot her. Tabregon follows up with a morningstar strike that knocks the cultist down.

Shawanda and Calanthe watch the exit while Tabregon stabilizes the wounded cultist and the others tie up the sleeping cultist. The cultists have potions, scrolls, masterwork armor and weapons, and all manner of other things: Both of them have different unholy symbols: one of them follows Baphomet, and the other bears the bloody locust wing symbol of Deskari, demon lord of infestations and locusts. These two demon lords are known to have a good working relationship. They certainly feel a need to equip their servants well: the cultists’ gear makes a satisfyingly large pile.

- 2 masterwork chain shirts
- 1 masterwork glaive
- 1 masterwork scythe
- One unholy symbol of Baphomet
- One unholy symbol of Deskari
- 2 potions of *cure light wounds*
- 2 scrolls of *cause fear*
- 2 scrolls of *comprehend languages*
- 2 daggers
- 2 vials of *unholy water*
- 20 gold pieces

Antonius and Trystan both claim a *cure light wounds* potion. Tabregon and Tsuguri share the scrolls, each taking one of each type. Horgus Gwerm points out that he has an armor

class of 9 and absolutely needs one of the chain shirts. Nobody disagrees, though some characters do harbor thoughts that he would need armor more if he actually ever exposed himself to danger.

There is a shaft upwards in the ceiling of the chamber, with iron laddering set into the walls.

Talking to the Cultist

The characters wake up the unconscious Baphomet cultist and attempt to interrogate her. Trystan tries being very reasonable, indicating that he doesn't want to kill her (though some of his companions may not be so merciful) and wants to know who her superiors are.

The cultist suggests that if Trystan is not satisfied with the quality of his companions, perhaps he might be interested in worshipping Baphomet. The cultist is willing to admit that she and her companion were in the chamber watching for an invasion from the north. They are under the command of *Hosilla*. A couple of weeks ago Hosilla got word that a big attack was due and that she should take her congregation to ground until it arrived. She came down to visit the mongrelmen, sacrificed the leader of the renegades and his lover to get their attention, and said that they would be taking her commands from now on.

The door out of the trophy room leads to the Sluice, where the cultists and mongrelmen get their water.

Hosilla is to the south, along with her tiefling bodyguard *Uthiel*.

Trystan tells the cultist that he cannot let them go, but he will escort them to the surface. He urges them to repent and renounce their demon lords. The cultists are not interested in repenting. Tsuguri indicates a great desire to simply kill the cultists. He is overridden by the others, who are well-equipped with manacles and rope.

The characters are unable to learn much about the cultists' reporting chains because the demonic cults are organized in cells: they only know Hosilla and do not even know who she reports to.

The Sluice

The characters move through the door to the sluice. At the end of a short corridor they see a shaft going down. A rope secured upon an iron spike fades into the darkness. The whole area is filled with the roaring of underground water.

Antonius pulls up the rope to find a bucket on the end. It is full of water, with nary a bottle of Mongrel Beer to be found.

The Conference Room

The characters back up and try one of the other rooms. They find a chamber with a stone table in the center, along with lots of evidence that the mongrelmen are fond of gambling and carousing in their spare time.

The mongrelman inside has a horrible mix of spider and bird parts. Trystan shoots at her, but misses. Calanthe uses a scroll of *shocking grasp* and moves to melee, but isn't able to make contact.

The mongrelwoman demonstrates that she is a ranger and has human as a favored enemy. She backs off and shoots at the characters. Antonius moves in to try for the grapple. As he does, Aravashnial casts *heroism* upon him. He manages the grapple heroically!

Horgus runs up and attacks! Sadly, his rapier strike doesn't get through her armor. Tabregon casts *bleed* on everyone, which Tsuguri uses to good effect to scratch the ranger mongrelwoman.

Antonius keeps strong hold upon the mongrelwoman, choking her until she loses consciousness. The others search her and find:

- Wand of *longstrider* (10 charges).
- Masterwork longbow

Trystan immediately claims the longbow.

There is one door out of the conference room, and a shaft down. The air coming from the shaft smells damp and moldy. The door leads to a narrow hallway that slopes down steeply into a trash pit.

The characters are able to determine (from their cultist captive) that the mongrelwoman ranger is *Windwag*. She was second-in-command of the renegades, and immediately agreed to serve Hosilla when the chief was executed.

The Pantry

The other door leading away from the Mongrel Camp is a pantry stocked with various dried and salted meats, and guarded by a giant albino cave lizard. Tabregon indicates that the lizard probably doesn't have much interest in dried meats, though it probably has a lot of interest in succulent living morsels that are unwise enough to enter the pantry. The characters close the door and leave it alone.

Down the Hole to the Lower Guard Post

The characters make their way down the hole into a damp cavern with a stagnant pool. They see another group of barricades at the other side of the chamber, manned by mongrelmen armed with crossbows. They aren't at all fooled by Calanthe's disguise as *Windwag* and immediately open fire upon the characters.

Horgus Gwerm orders the characters, "Dispatch those foul creatures!" and clambers back up the ladder. Anevia takes a shot at the mongrelmen, but misses. Tsuguri casts *obscuring mist*, filling the entire room in jade-colored fog (themed after his god). Unaware that Shawanda has just charged into the fog, Aravashnial casts a *magic circle against evil* around the group. He advises the characters to wait until the hostiles come to them.

A twisted-looking mongrelman with one dwarf arm and one elf arm (and the head of a lococath) shoots Shawanda with his crossbow. Calanthe and Tabregon run to her aid. Calanthe scorches one mongrelman with heavenly fire as Tabregon swings a morningstar at another of them.

From above, Horgus Gwerm yells, "Are you done yet? There are seven of you and only four of them!"

Anevia and Tsuguri move forward to find the mongrelmen.

Antonius takes a scratch on the cheek from a mongrelman crossbow. Trystan takes a much more serious shot in the leg, leaving him hobbling. Calanthe retaliates with heavenly fire, burning a mongrelman.

Anevia slips behind a mongrelman and stabs with her shortsword, critically wounding it. Trystan flanks with her and strikes it down, shearing it from shoulder to hip.

Tabregon finally manages to strike a mongrelman – he hits the other wounded one, dropping it to the ground.

Antonius leaps over the barricade to get at the two remaining mongrelmen, but finds that it is a bit too high for him to make it. Anevia struggles to follow him, but her crippled leg prevents her. Tsuguri covers their climb by stabbing at the mongrelmen behind the barricade with his spear.

Trystan makes it over the wall, only to be attacked by two mongrelmen. He evades their clubs. Tabregon follows him. Antonius decides that the more practical plan is to simply move around the end of the barricade. Tsuguri continues to distract the mongrelmen by jabbing at them from across the barricade.

The mongrelmen continue to hammer upon Trystan, knocking him unconscious. Tabregon unleashes a healing burst, bringing Trystan back up and incidentally healing the barely wounded mongrelman to full hit points. Trystan takes a moment to drink a healing potion.

Calanthe shoots a mongrelman with one ogreish arm, one hobgoblin arm, and a couple of chitinous legs.

Antonius lashes his three-piece-rod around a mongrelman from behind and breaks the creature's back. The shattered mongrelman falls to the floor.

The surviving mongrelman turns upon Antonius and gives him a solid clubbing. Antonius grimaces from the impact. Tabregon hits the creature with his morningstar as Trystan attacks from the ground, finishing him off by planting his axe-blade squarely in the mongrel's belly.

The characters loot the bodies (finding nothing of great value except their crossbows) while Shawanda and Trystan guard the approaches.

Hosilla and Uziel

The next chamber is a large circular room dominated by a bloodstained stone table surrounded by chairs. It looks like the mongrelmen use this as their dining room, and they do not have very good table manners. There are doors to the north and the south.

Three massive bronze braziers light the area. But nobody is home, so the characters move through and into the kitchen, where they see signs of giant rat, fish, giant vermin, and humanoid parts all butchered for consumption. The renegade mongrels are also clearly not very good cooks, but then they aren't working with the best of ingredients.

The characters finally try the last door. It opens onto a small room filled with enemies. The place is tastefully decorated with a stone pedestal topped by a copper brazier. A pile of thick quilts and animal furs serves as a bed, and desk with an iron lockbox on top serves as a desk... and a security implement. The characters are immediately attacked by Hosilla and Uziel (a lanky close-mouthed man with jagged horns and hoofed feet).

Tabregon rushes in first, swinging at Uziel. Trystan activates his *silver dragon scale*, causing his blade to shimmer with cold. Anevia shoots at Hosilla, missing badly.

Hosilla slashes with her glaive, dropping Tabregon in one strike. She casts a *spiritual weapon* at Shawanda, again delivering a crippling strike. Shawanda steps back, invokes *smite evil*, and takes her own sweet time drinking a potion.

Antonius lashes out at Hosilla, but she dodges his strike.

Horgus Gwerm observes that Hosilla is laying waste to everyone. He yells at Calanthe, "Hey! Gimme one of them there crossbows!" He raises the weapon and shoots Uziel right in the chest. Uziel staggers back, badly wounded. Horgus continues, "See? That's how you do it!"

Uziel steps into flanking position around Antonius and stabs at him. Antonius' finely honed senses enable him to evade the blow!

Aravashnial pulls out a wand of *false life*. He buffs Shawanda with some greatly-needed temporary hit points. Tsuguri channels positive energy (selectively), bringing Tabregon back conscious and helping the rest of the group.

Trystan invokes *smite evil* and slashes at Hosilla, badly wounding her. Anevia manages to hit Uziel, wounding him.

Antonius announces, "I'm not trapped in here with you! You're trapped in here with me!" He invokes *smite evil* and crushes Hosilla's head. She falls, thoroughly dead. Shawanda strikes at Uziel before he even has a chance to look surprised, dropping him as well.

Tabregon moans, “Oooh... What happened? What’s that horrible whirring sound?”

Tsuguri yells, “Stay down! It’s your conscience!” There follows a flurry of positive energy channeling that brings the characters back to health. Hosilla and Uziel were carrying quite a few interesting objects, including:

- Shortsword
- Light crossbow
- Studded leather
- 20 crossbow bolts
- Chain shirt
- Masterwork glaive
- Antitoxin
- 2 tanglefoot bags
- 2 vials of alchemist’s fire
- Bejeweled unholy book dedicated to Baphomet (“The Baphomet cult is really into scrapbooking!”)
- A key
- A page of orders from Hosilla’s master SV
- 32 gold pieces
- Wand of *spiritual weapon* (7 charges)

The Note

The characters find a note on the desk and quickly read it. It proves to be orders to Hosilla from her mysterious master. She is to take refuge underground with her “mongrel lackeys” until the destruction of Kenabres. The author intends to take command of Drezen soon and wants Hosilla to join him after taking the contents of three safe houses in the city and once *Areelu Vorlesh* is done with the wardstone. He is also quite pleased at the theft of a holy sword from a museum in the city. Horgus Gwerm knows the sword: *Yaniel’s* holy sword *Radiance* once belonged to one of the most famous heroines of the Crusade. Unfortunately, it has lost all of its magic which is why it was in a museum. Horgus also knows where all of the safe houses mentioned are located.

All of the characters know that Drezen is a former Mendevian city that has long since been overrun by the demons. Calanthe theorizes that “S.V.” might be the dwarfen anti-paladin *Staunton Vhane*, who was recently exposed by *Irabeth Tirabade*, Anevia’s wife. It would seem that he is to be the new ruler of Drezen, doubtless on behalf of his various demonic overlords. *Areelu Vorlesh* is a witch who was partially responsible for opening the Worldwound and rumored to still live somewhere within its depths.

Radiance Comes to Life!

The lockbox contains a small leather pouch, some scroll tubes, and a long dark sword case. Inside is a beautiful longsword of obvious superior craftsmanship, apparently made from solid gold.

Antonius states, “This sword was once wielded by a great heroine, and it should be again. Shawanda, here you go!” He hands the sword to Shawanda. When she holds it, the blade suddenly glows with golden light! It now functions as a *+1 cold iron longsword* that emits a golden light, at least in her hands.

The bag contains semiprecious gems: seven gems, total value 280 gold pieces. The scrolls are scrolls of *bear’s endurance* and *remove disease*. Tsuguri takes the first, Tabregon the second.

Tabregon picks up the wand of *spiritual weapon*. Tsuguri takes the wand of *long strider*.

The Safe Houses

Staunton Vhane’s note lists three safe houses in Kenabres that his cultists should check in at. Horgus Gwerm is familiar with them, and can provide directions:

- Nyserian Manor
- Topaz Solutions
- Tower of Estrod – the passphrase is “I’ve new material for the archives”

Aravashnial is rather upset to learn that the Tower of Estrod has become a safe house for demonic cultists. It was originally built by a wizard as a fortress and was converted in more recent years into a library. He mourns that it has also become a safe house for the Templars of the Ivory Labyrinth, a cult devoted to Baphomet.

Interrogating the Tiefling

The characters bring Uziel around for a bit of vigorous questioning. They soon establish that he doesn't really know anything. He was paid for his silence and obedience, his major task was to keep others away from his mistress, and Hosilla didn't allow him to learn anything of her real business. He claims that he's not a cultist of Baphomet, but he is still evil.

Several of the characters debate the usefulness of having a so-called "bodyguard" who is markedly less impressive than you are. They eventually decide that it makes sense if you're operating on a budget and just need someone to snarl at the hoi polloi. Uziel certainly didn't serve as much more than a speed bump against the characters (who, Iomedae willing, aren't all that formidable themselves).

Antonius gives Uziel an option to swear allegiance to the crusade to live. Uziel readily swears allegiance to Antonius. Everyone generally thinks that he'd swear allegiance to anything if it let him survive. The characters take him along as a prisoner.

Return to Mongreltown

The characters take their prisoners back to the mongrelman community of Mongreltown to trade and organize the procession they will soon lead up to the surface world. They have acquired a total of five prisoners, including the crazy dwarf wizard who probably needs a nice quiet place and a *heal mind* effect more than anything else.

The sale of the loot taken from Hosilla, Uziel, and the various cultists brings in 136 gold (before division) and a single *+1 arrow*. The characters agree that it makes little sense to divide up such a paltry sum.

The End of the Session

The characters all go to second level as they anticipate a return to the surface. They are all quite concerned about the disaster that surely befell the city of Kenabres following the destruction of the Fortress of the Kite and the *wardstone* within it. Those who have family and loved ones in the city fear for their fate.