

## WRATH OF THE RIGHTEOUS 08/03/2014

### Attendance

*Bruce* calls in late only to discover that Google Hangouts has changed in strange and unknowable ways. When he finally manages to connect, he finds that *Chris* has been uttering various obscenities for the same reason. It was only with the assistance of *Patrick's* keen eyes that he was able to join the hangout. Bruce is able to hear Patrick's fading cries from the background: "My eyes! My eyes! Won't you please give me back my keen eyes?"

*Paul* arrives extolling the virtues of his new Exercise Ball. He gave it a spin last night, tried a few leg presses, and BAM!

That sounded strangely inappropriate. At least for polite writing, which this very much is not.

The level of politeness drops further when Paul starts talking about his company's "Meeting Best Practices." Apparently, if you don't think a meeting is worth your time it is a Best Practice to simply not show up. Of course, another Best Practice is to provide enough detail about the point of the meeting to let people figure this out in advance.

Bruce points out, "Hey! Speaking as someone who calls a lot of meetings, I simply don't have time to figure out what the point of all of them are in advance!"

*Ernest* helps things by arriving and demonstrating that his interesting choice of lunch today is Indian Popcorn. He did bring enough for everyone, but indicates that he's expecting to eat all of it himself anyway. Nobody makes a move to get between Ernest and any portion of his lunch. Except for Patrick, who would still like his eyes back.

By the time *Tim* steps in the conversation has moved from the dichotomy of development and QA in software creation to a guide on *Sex for Little People* that Ernest found on the web (Where else? And for that matter, who else?).

*Matt* is spared all of this valuable interpersonal interaction, as he is off at a board game convention down in Austin.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	2
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	2
Antonius	Ernest	Male Tien Paladin of Irori, Stolen Fury	2
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	2
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	2
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	2
Alphonse deSuart	Tim	Male librarian Mage (diviner), with a large nose and moustache.	2

## Handling the Prisoners

The characters' procession to the surface has become quite long, including a fairly large number of fellow travelers and several prisoners. In order, they number:

- The six characters.
- The tiefling prisoner *Uziel*
- Two cultist prisoners (one of Baphomet, one of Deskari).
- The lamed archer *Anevia Tirabade*.
- The blinded wizard *Aravashnial*.
- The annoying noble *Horgus Gwerm*.

The characters debate the fate of Uziel for some time. In particular, they speculate upon whether to bring him along to hand over to appropriate authorities (of whom none may survive), let him go on his way (which might mean that he just gets killed by whatever force he runs into) or engage in some summary justice. It turns out that most of the characters have a strongly lawful bent (or at least worship a goddess of justice) and the end of the discussion has them bringing Uziel along to turn over to whatever surviving magistrate they can find.

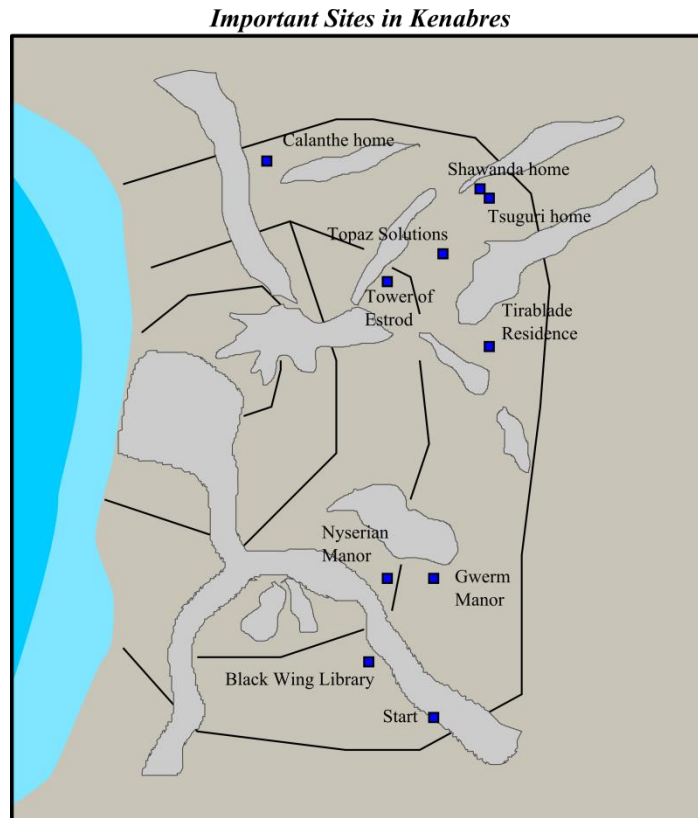
## *The Destination*

The characters discuss where they should go once they reach the (presumably heavily destroyed) surface. Horgus Gwerm suggests that his manor house in town has stores and equipment and some defenses if it still stands. Aravashnial points out that the other scholars of his order are based at the Blackwing Library. They may know something useful about the destruction of the city.

There are several other places the characters or their companions would like to visit, including:

- Blackwing Library: A library in an old fortress where Aravashnial's comrades work.
- Gwerm Manor: Horgus Gwerm's house.
- Nyserian Manor: A cultist safe-house
- Topaz Solutions: Another cultist safe-house
- Tower of Estrod: A nominal library and a third cultist safe-house

After some discussion, everyone agrees that this is a good first choice, if it can be reached.



## Kenabres After the Fall



The characters emerge near the southern corner of the city, close to the location of the Blackwing Library. They quickly determine that they are in one of the least destroyed sections of the city, and based upon the level of damage visible that says quite a bit about the level of devastation present through much of the city. The characters' ability to move directly north is blocked by a huge debris field, apparently the path some massive demon took through the city.

Shawanda spies some local youths. They claim that the demon lord *Deskari* appeared in visible form and contributed to the destruction of the city. *Calanthe* is skeptical of this report, as she is fairly certain that the large demon who slew the white dragon *Terendelev* was the *Storm King Korramzedeh*. Based upon the descriptions of the youths, she concludes that there was at least one gigantic *ulkreth* demon involved in the attack.

## **Blackwing Library**

The Blackwing Library is more formally known as the *Librarium of the Broken Black Wing* (at least according to the inscription carved into the lintel). The place was named for a wing cut from a *vrock* demon pinned over the entrance. Aravashnial explains that it is sort of his home away from home. *Quednys Orlun* was the wizard who slew the vrock and pinned its preserved wing above the entrance to the building. Aravashnial goes on to explain that the entire place is quite the museum of demon-hunting trophies.

The entire structure has collapsed, except for the façade and the great hall. Aravashnial is crushed by this news, but agrees to accompany the characters into the hall to look for survivors. Interestingly, the nearby buildings are barely damaged – it looks as if some entity specifically wanted to destroy this structure.

As the characters move into the great hall they hear a voice call out, “Stack the damn books better!” They enter to see four bound librarians in the middle of a ring of books being assembled by a fifth, weeping librarian. She works under the stern gaze of two tieflings and a man dressed as a Paladin of Iomedae but armed with a mace. The apparent paladin seems to be in charge.

Calanthe leads with a *color spray* that the two tieflings ignore. They flank her and stab her badly; she is surprised to still be standing. Anevia shoots the paladin twice with arrows but does not cripple him.

Horgus Gwerm draws his rapier and comes to defend Calanthe's honor! Horgus stabs one of the tieflings through the intestines, dropping the villain in one blow and giving him *filth fever* in the process. *Tabregon* lumbers up to the other tiefling and staggers him with a solid morningstar hit. The tiefling surrenders to Tabregon.

The paladin demonstrates that he is actually a cavalier of the Order of the Cockatrice. He issues a challenge against Shawanda, then strikes her with his magical mace hard enough to critically wound her. *Antonius* moves to her defense, battering the cavalier from one side. Shawanda drives in with her longsword from the other, leaving the cavalier critically wounded. He promptly surrenders.

### *Why Are You Burning Librarians?*

The characters quickly determine that the cavalier and the tieflings are all evil. The cavalier explains (with a slight sense of haughtiness) that he only joined the crusade to loot old ruins and impress the ladies. He's burning librarians because (as he points out), "Look around you! The demons have won! And I'm going to be on the winning side!"

### *Are they Really Librarians?*

The characters rely upon a combination of *detect evil* and questions to Aravashnial to verify that the librarians are really librarians. Aravashnial is saddened that all his comrades are gone, leaving only the servants and the help.

### *What Happened Here?*

The librarians explain that the building was destroyed by a man made from worms who had massive demons in his service. They are certain that the abomination took something, but they do not know what. And with all the destruction they have no good way to find out.

The characters see some of the librarians cleaning up some small scraps of flesh. They turn out to be dried up worms. Tabregon examines them and is absolutely

convinced that they are of no known natural species of worm. They probably dropped from the worm-formed abomination that attacked the library.

Their leader Quednys Orlun was near the cathedral when the disaster struck. The librarians have not heard from him since, but agree that he could still be alive.

Tabregon asks the librarians if they have heard of a fortress or garrison still working in the city. They have not. However, they have heard that Korramzede's minions dragged Terendelev's body back into the Worldwound. They have also heard that the Mole People are rising up from the underworld to abduct survivors.

The characters try to get Aravashnial to explain that the so-called "Mole People" are the mongrelmen and that they want to help. He helpfully tells the librarians, "The Mole People are real, and we found them! Some of them are good and want to help, but some of them are evil and worship demons and there's no way to tell them apart! Their leader lives on an island in the center of an underground lake and he trades with evil Underdark tribes!"

The characters roll their eyes and try to get Aravashnial to stop explaining.

### *Aravashnial's Real Business in Kenabres*

Aravashnial tells the others that he is a Riftwarden. The Riftwardens are an order who study creatures from the other planes and work to find ways to keep them from breaking through into Golarion. Calanthe is a child of two Riftwardens and has a lot of questions about his parents and how they perished. Aravashnial (as an elf) has been around forever and actually knew them. The two of them talk for a while about old times.

### *Three More Prisoners*

The characters find themselves with three more prisoners: the cavalier *Chaleb Sazamal* and his two tiefling allies. The characters start debating what to do with them when they notice Chaleb's clumsy attempt to free himself from his ropes. They club him into unconsciousness. The three of them were carrying:

- 2 potions of *cure light wounds*
- *Heavy mace +1*
- Light steel shield
- Iomedean paladin's banded mail



- 29 gold pieces
- 2 short swords
- 2 suits of leather armor

Calanthe points out that she has Craft (sewing) and proceeds to use it to attempt to modify the Iomedean banded mail to fit Shawanda. The effect is *interesting* and leaves both of them thinking that they should find a trained armorer, but eventually succeeds.

The two tieflings were originally part of the demon army. At this point they are technically deserters, except that armies of demons are not much for discipline and strong chains of command.

### *Gathering Bearings*

Antonius clambers up to the top of the ruined library hall to get his bearings and look for anything not destroyed. He is able to see Gwerm Manor, and a patrol of a half-dozen Deskari cultists patrolling the nearby streets. The Fortress of the Kite and St. Clydwell's Cathedral are both in ruins. There are many buzzards in the sky, but no demons. The signs of large-scale active warfare have passed. He is able to see a way to traverse the rubble and reach Gwerm Manor.

## **Making the Streets Safe**

The characters coffle their prisoners together and head out. Their destination is Gwerm Manor, but along the way they intend to set an ambush for the Deskari cultists Antonius spotted. The plan is to draw the cultists into an alley Horgus Gwerm points out (he has a remarkable Knowledge (local) skill). Calanthe will play the role of the lure, acting like a dazed survivor who spots the approaching cultists at the last moment and tries to flee for safety.

Calanthe proves to be an excellent actress, and to have the good judgment to ignore the other characters' suggestions. She draws the cultists in to the others so expertly that most of them are simply boggled. Noticing the problem, she engulfs the cultists in a *color spray* that leaves most of them blinded.

Antonius steps in and clobbers the cultist who looks "froggiest" with his three-piece rod. Anevia shoots another of them with her bow.



But then the cultists start to recover their vision. One of them scythes Antonius across the chest rather brutally. Another cultist hits Calanthe, killing her instantly.

Shawanda is horrified by the death of her companion. She charges a cultist! Tabregon storms in after her. His morningstar swing collapses a cultist's lung, leaving him staggered and gasping. A cultist strikes back, catching Tabregon upon the point of his scythe. Another cultist chops at Antonius, delivering a dramatic strike and downing him – but only for a moment, as Tabregon casts *cure light wounds* to bring him back up.

Horgus Gworm stomps forward with rapier out. He stabs a cultist! The cultist sneers at him, clearly unaware that he is facing an example of the flower of Kenabres nobility. The cultist ripostes with his scythe, chopping him down.

*Tsuguri* notes that the characters are in poor shape. He channels positive energy to help them out, but too late to help Horgus or Calanthe.

Shawanda dodges underneath a cultist's wild scythe swing then eviscerates the man. Everyone is cheered by the sight of one of their opponents felled!

*Tsuguri* touches a cultist and delivers a *gentle touch*, staggering him.

Antonius lashes out with his three-section-staff, breaking the man's legs and then crushing his head. Anemia's arrows drop a second cultist as third dashes in to slash at Antonius. Antonius staggers, then recovers as Tabregon heals him again.

*Tsuguri* unleashes *cause fear* against a cultist. The cultist is only marginally impressed by the effect. He turns to Shawanda and compels her with the power of Deskari: "Surrender!" Shawanda drops her weapon, but then reconsiders and strikes the cultist with a war hammer. Tabregon moves in and finishes the cultist with a morningstar strike.

The characters arrange their dead and see to the wounded, then proceed to loot their way through the dead cultists.

- 6 potions of *cure light wounds*
- 6 scrolls of *cause fear*
- 6 *comprehend languages*
- 6 vials of unholy water (destroyed)
- 6 masterwork chain shirts
- 6 masterwork scythes

- 6 daggers
- 6 unholy symbols of Deskari (destroyed)

Tabregon and Tsuguri split the scrolls of *cause fear* and *comprehend languages*. Everyone (including the NPC's) takes a portion of *cure light wounds*.

## Reinforcements Arrive

One of the librarians decides to follow the characters and help them. *Alphonse deSuart* shows up to find the group standing in the middle of the street surrounded by corpses. Alphonse is a mage (diviner) with a dramatically large nose and mustache. He explains that such extravagant personal attributes made him poorly suited for the buttoned-down life of a demon-researching librarian. However, he is agile and quick on his feet and hungry to help reclaim his city from disaster. *Trystan* shows up as well, having (finally) finished securing all of the prisoners.

## The Gwerm Manor

Horgus Gwerm's manor is almost completely untouched, a refuge amid the disaster. It is completely deserted – the staff appears to have fled as soon as the chaos began, taking any portable valuables with them.

The characters secure the place, then look around. They find Horgus Gwerm's well-constructed adamantine vault. Sadly, the lock is some kind of puzzle lock and Horgus is not carrying a key.

Tsuguri and Tabregon prepare Calanthe's and Horgus's bodies and store them in the cold storage down in the basement, carefully wrapped to keep the vermin away.

Alphonse spends some time investigating Horgus' books. He learns that Horgus has a significant ownership interest in the truestone quarry, plus various agricultural and mining interests. Alphonse finds evidence that Horgus had been secretly funneling large amounts of money to various crusader and charitable groups around the city. He also has a hidden shrine to Abadar, solving the mystery of what god he worships.

The characters lock their prisoners up in the manor and rest for the evening. A short interrogation of the new cultist prisoners only turns up the news that the witch *Areelu Vorlesh* is coming to the city. She hasn't arrived yet, because if she had then the characters would all be her slaves.

## To the Tirablade Residence

After resting for a night, the characters venture north to the Tirablade residence. They resolve to avoid any gangs of cultists if they can manage it.

The characters come upon a place where a large number of bodies have been piled in the middle of the street. Vultures are flocking and feeding upon them. The characters approach the pile carefully, especially after the paladins report that there are five evil creatures in the pile. Tsuguri and Tabregon cast *protection from evil* on Antonius and Shawanda. Then Tsuguri channels positive energy to destroy evil outsiders. The five vultures burst into holy flame! They are all staggered! Whoosh!

The evil outsider vultures clumsily fly away, but they don't get far.

Tabregon examines the corpses, looking for anyone who is still alive. He finds nobody. Shawanda looks for anyone that she knows. Tsuguri keeps watch, and keeps a time count to ensure that the search for survivors doesn't take more than about ten minutes.

The Tirablade residence turns out to still be standing. It is a simple three-room house in the southern part of the Gate District. Anevia admits that she always thought she would live in a much larger house when she retired from adventuring, but paladins are given to living quite simple lives.

### *Something Lurks in the House*

The house appears to be abandoned. The characters approach carefully, then let Anevia go in to investigate. She enters and calls out for *Irabeth*. And then a *fiendish fire beetle* appears out of nowhere right next to her.

Antonius is not surprised. He lashes at the beetle with his three-sectioned staff and crushes it into goo. Alphonse comments, "We should call him the Verminator."

Antonius yells, "What the hell was that?"

Anevia responds, "I have no idea! I don't have invisible teleporting beetles at home!"

Shawanda clicks on *detect evil* and reports, "There is something evil in here! It's in the house with us!" Then she realizes that entities with five or fewer hit dice don't have an evil aura, so she can't sense anything.

Another fire beetle appears and attacks Anevia! It bites her, leaving a nasty mark! And then Antonius smashes it.

Tsuguri brings the characters into the kitchen and instructs them to start flinging around flour. Fortunately, there is quite a lot of it available because Irabeth Tirablade had recently bought several huge bags to donate to the poor. One excellently-thrown handful creates a perfect outline of an armored man with three big horns and a ranseur in the corner!

Tsuguri sticks the outline with his spear, only to hear the blade glance off of armor. The invisible attacker strikes back with his ranseur, delivering a palpable strike. Finally, the attacker appears! Anevia cries out, “Vagorg!” She goes on to explain that *Vagorg* was an orcish cultist that Irabeth put into prison – apparently the prisons have been opened in the disaster.

Shawanda strikes with her holy sword *Radiance*, driving it through Vagorg’s shield and leaving him lightly wounded. Tsuguri delivers a *gentle touch* and staggers him. He ignores Shawanda and Tsuguri in favor of striking at Anevia. She evades and shoots him with her bow.

Shawanda strikes him again, critically wounding him. Heart’s-blood gushes from the rent in his armor. Even wounded, he strikes and wounds Anevia. Antonius grabs him and holds him still, allowing Shawanda to strike his head off. He was carrying:

- Potion of *invisibility*
- Wand of *magic missile* (CL3, 11 charges)
- *Ranseur of the Gargoyle +1* (+4 bonus on disarm checks, 5/day +2 enhancement bonus to natural armor as a swift action – skin hardens into stone).
- 42 gold pieces.

The head of the ranseur is crafted of obsidian, which provides a hint to its various special abilities.

It turns out he was a sorcerer and therefore his “armor” and three-horned helmet were of cosplay quality, made from paper and plaster. The group all shakes their head sadly at his imagined perversions. “We killed a cosplayer. It’s probably for the best,” muses Antonius.

Anevia indicates that there is a secret compartment in the bedroom. She checks it and finds a note from Irabeth, indicating that she will be at *Defender's Heart*, the city's largest inn. It is also not very far from the house. The password is "silverstrong". Irabeth also left several potions:

- 2 potions of *cure moderate wounds*
- 3 potions of *invisibility*

## The Defender's Heart Inn

The characters head to the Defender's Heart. On the way they pass by a burning building. Seven panicked dire rats rush out of the wreckage at the characters! Alphonse swiftly explains that because he is a diviner he is never surprised! Then he uses *Sleep* to put four rats to sleep. One of the others nips Tsururi as it runs by. Antonius advises, "Watch out for plague!"

The Defender's Heart is the largest inn in Kenabres and had been a popular locale for the city's crusaders to spend time. The owner was a former crusader himself and he built the Heart to last. It is a defensible stone building, and was not destroyed by the demons. There are a fair number of members of the Eagle's Watch company at and around the Defender's Heart, manning barricades in the streets. Irabeth Tirablade is in command. She is also a half-orc paladin.

Anevia and Irabeth are overjoyed to see each other again. They embrace joyously!

Tsururi whispers, "And I was so sure that she was a lesbian... I don't know how I could have been so wrong." Everyone else looks at him in undisguised bafflement.

Anevia tells Irabeth all about the characters' exploits and how they saved her. Irabeth offers assistance in resurrecting Calanthe and Horgus Gwerm. Irabeth explains that Kenabres was not the only city attacked: Mendevian cities all along the border have come under attack. With the destruction of the Kenabres *wardstone* the strength of the entire *wardstone* network has been reduced in strength to a shadow of its former power. The characters provide additional information, in particular that the witch Areelu Vorlesh is on her way.

On the plus side, the Riftwarden leader Quednys Orlun is also at the Defender's Heart. Irabeth is glad to hear that Aravashnial also survived, even if he was blinded.

The characters hand over their prisoners to Irabeth, who has them locked up in the cellar.

The characters tell Irabeth about the willingness of *Chief Sull* and his mongrelmen to help the city. Irabeth indicates that she will send representatives to treat with him.

The characters describe the three cultist safe houses in the city. If the characters give their oath to clear the safe houses, she will use a *Raise Dead* scroll to restore Calanthe. The characters agree to swear an oath. Shawanda notes that it would be tremendously ironic if Horgus Gwerm had such a scroll in his vault...

## The Tower of Estrod

The characters decide to clear the Tower of Estrod first. They are forced to backtrack to reach it, as they must avoid several huge chasms and rubble fields. The characters pick their way to a clear area through the ruined gate into the Ring District and prepare to move over the debris.

### *Giant! Demonic! Flies!*

The characters are not terribly surprised to see four *demonic flies* rise from the wreckage and fly at the characters.

Calanthe leads with a *color spray*, knocking one fly out of the air. Tabregon uses his wand to cast *spiritual weapon* and hammer another fly.

One fly dives at Tabregon, who is saved by his armor. Another one takes a substantial chunk out of Antonius. The third fly sprays acid all over Antonius and Calanthe, leaving Antonius howling, "I'm staggered!" Tsuguri heals him and he leaps back into the fray to smash a fly into the ground.

Shawanda steps over to the stunned fly and ends it.

The third fly is standing off at breath weapon range. It evades a *spiritual weapon* strike and casts *darkness* upon itself. Antonius sees through the darkness and shoots it with an arrow! Calanthe launches a *magic missile* at it. Tabregon hits it with the *spiritual weapon* again. The fly finally decides that it has had more than enough. It buzzes off.

The characters unceremoniously bludgeon the unconscious demonic fly to death.

### *The Tower*

The Tower of Estrod is a 60' diameter grey stone tower. During the attack, something sheared off the upper levels of the place leaving it nothing more than a stump. The ruins of thousands of books are scattered all around it. The front door is locked, with nobody obviously standing guard.

The characters approach carefully, with Calanthe in the lead. Her job is to talk the group in past the door. She knocks on the door. Someone answers.

“I have new material for the archives!”

The door opens. The characters enter the first level of the tower, which is now the only tower. There are two cultists of Baphomet standing guard inside, amid the ruins of library and scriptorium. The characters enter, trying to act like Baphomet cultists (or at least how they think Baphomet cultists act): “Gee, I sure am tired after a long day of kicking puppies!”

The characters don't bother keeping up the act: as soon as they can, they just slaughter the cultists. Tabregon starts by *blessing* the characters. Calanthe hides behind a desk. And Shawanda rasps out, “Cultists die!”

Tsuguri starts the actual activity by *confusing* one cultist. Antonius takes the other out with his stick. Tabregon wounds the first with his morningstar, Calanthe finishes him off with a *magic missile*.

### *The Tiefling Downstairs*

The characters head down the stairs. They enter a semicircular room with a massive set of double doors along the south wall. The curve of the north wall is mostly bookshelves. And, in the center of the chamber stands a tiefling with a scorpion on his shoulder and a tattoo of Baphomet's symbol on his arm. He is *Faxon*, and he likes being a cultist.

Calanthe: “What's up here?”

“I'm waiting for word from on high to gather the remaining Templars and take them into action. There's a plan to attack the remaining wardstones.”

Calanthe: “Anything going on here?”



“You’re full of questions. Just tell me your observations from patrol and give me the treasure you’ve looted.”

Antonius: “Here are some scythes. You’ll note that they’re still warm from the hands that held them. Here are some masterwork glaives we found upstairs.”

Shawanda gets tired of all the clever banter. She stabs him.

Tabregon follows her lead. He clubs him.

Shawanda stabs him again. He falls down. Poor, poor Faxon. Fortunately, he manages to stabilize on his own so he remains alive to be captured and turned over to the authorities.

The characters swiftly loot him for his goods. He was quite well equipped, suggesting that many cultists had obeyed orders to turn over all the treasure they found to him.

- Wand of *cure moderate wounds* (9 charges)
- Unremarkable Morningstar
- Heavy crossbow
- 12 *crossbow bolts* +1
- *Bracers of armor* +1
- *Cloak of resistance* +1
- Two keys, one large and one small
- 29 gold pieces

Calanthe claims the magical crossbow bolts. Then she artfully arranges Faxon’s body in his chair behind the desk. Tabregon asks, “Are you going all *Weekend at Bernie’s* on him?” Then he claims the *cloak of resistance* +1.

### *The Great Door*

The characters use the large key to unlock the door. They find... another semicircular room. This one is decorated with all manner of wavy knives, brass braziers and similar gimcrackery, all highlighting a massive bronze bull’s head mounted on the wall. The entire area is *unhallowed* and very obviously a shrine to Baphomet. The head seems to radiate evil.

Even more interesting, there is a large chest off to one side. Antonius agrees to open the lock on the grounds that he's pretty quick and most likely to avoid traps. He finds no traps, but he does find:

- 2310 copper pieces
- 759 silver pieces
- 122 gold pieces
- 11 platinum pieces
- 5 silver holy symbols of Iomedae
- 1 masterwork longsword
- 2 masterwork scimitars
- 450 gold pieces worth of various housewares
- Wand of *bless weapon* (18 charges)
- A broken *phylactery of faithfulness*
- A sheaf of papers documenting the cultists' movements around Kenabres
- A note in immaculate handwriting

The documents indicate that the attack upon Kenabres was years in the planning and includes lists of names of conspirators, including conspirators in other cities. The note congratulates Faxon on reporting his previous superior's malfeasance and his subsequent promotion. The note-writer goes on to predict the destruction on Kenabres and comments that Areelu Vorlesh has already gone into the Abyss to obtain a *nahyndrian* crystal from Baphomet's daughter. Her plan is apparently to turn the wardstones to evil.

While Antonius notes that being broken doesn't technically prevent a *phylactery of faithfulness* from working, Shawanda borrows a vial of holy water to sprinkle it all over the shrine to Baphomet.

The characters carry their loot up out of the tower basement and head back to the Defender's Heart. They believe that the information about the Templars of the Ivory Labyrinth is important enough that it needs to be given to Irabeth immediately.

## **The End of the Session**

The characters head back to the Defender's Heart to deliver their new information to Irabeth Tirablade.