

## WRATH OF THE RIGHTEOUS 08/31/2014

### Attendance

*Paul* asks, “Why is all the fast food in the Round Rock area so bad?” The others notice that even the clerk who sold him his lunch understood how bad it was: he’s got a whole collection of mints in the bag.

*Chris* explains, “I have made a study of this. The local fast food outlets are all still operating as if there were only eight options in all of Round Rock – Arby’s, Burger King, MacDonalds, McFilthy’s, Roachie Butterfinger’s, and so on. They don’t bring in enough business to make it worth it for them to cook new food.”

*Ernest* comments, “You could have a bit of my spicy tofu goo! It was made fresh at the Shantung Spicy Goo Room.”

*Paul* shudders as he catches a glimpse of what lurks in *Ernest*’s bowl. He declines.

*Patrick* once again expresses gratitude that he isn’t in view of the camera. He makes some quiet comments about the... reproductive quality of *Bruce*’s dolphin-like voice noises. Nobody chooses to take the matter up.

*Matt* tells everyone else that *Tim* will be missing today, as he has actual family events to attend upon this holiday weekend.

<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

Our faithful heroes pick back up in their task of conquering the Grey Garrison with the paladin Irabeth and a squad of mongrelmen rangers.

## We Say a Prayer of Thanks

Before the characters leave the Armory of Iomedae *Shawanda* leads the group in a prayer to Iomedae, thanking her for the weapons they will use to defeat her enemies. *Antonius* tries to follow along as best he can, guessing at the words by pattern recognition.

As a side note, the characters learn from *Tabregon's* endless comments on the subject that the Heal skill can be used for *Treating Deadly Wounds*, to recover hit points. This requires one hour and a DC 20 check. It restores 1 hp per level of the patient, with a bonus equal to the healer's (positive) WIS bonus if the roll beats the DC by 5 or more.

## The Central Chamber

The characters find that the door to the central chamber is locked and barred. They use the *chime of opening* to deal with the situation. They open the door and see a narrow chamber occupied by a single tiefling standing next to a pile of (three) dretches, apparently standing guard. There are stone stairs along the side leading up to the next level.

The tiefling raises a light crossbow and takes a shot at *Shawanda*. She evades to the side and the bolt buries itself in the door. *Tabregon* casts *bless* upon the party.

*Trystan* decides that the dretches are the biggest problem, so he pierces one with a cold iron arrow. It screams in pathetic, dretchly terror.

*Shawanda* advances to engage the dretches. One of them bites her in a disturbingly sensual manner. Another dretch decides that *Trystan* is bad and casts *cause fear* upon him. He resists the evil spell and is only shaken for a round. *Tsuguri* responds by casting *cause fear* upon the dretch. Unfortunately, the dretch's will overwhelms the good magic.

*Silko* the mongrelman jabs a front-line dretch with his cold iron long spear. The dretch howls as the pure metal pierces its flesh. *Antonius* moves in with his *blessed* cold iron three-sectioned staff and takes the creature down. It returns to the Abyss in an explosion of sulfur.

*Pusdar* the mongrelman takes a shot at a dretch but misses due to cover. *Odeir* the mongrelman moves up and slashes the creature deeply. It howls in unearthly frustrated agony at the wound.

The tiefling moves around to attempt to flank Shawanda. His strike goes deep, slicing through her side. She responds with a swift longsword attack that passes under his defenses and causes him to collapse like a bag of potatoes sliced lengthwise.

The characters cut down the remaining dretch as Tsuguri heals Shawanda.

## Up the Stairs

Tsuguri peers up the stairs. He is fairly sure that there are a lot of people waiting up there to stab the characters from ambush. He calls out loudly, "I'm casting invisibility spells! As soon as I'm done, the rest of you attack! Our comrades will attack from behind! There you go! Egbert! Gerard! David!"

There is no invisibility. The characters simply charge up the stairs with Shawanda in the lead. She finds that there are six tieflings up there. They leap from hiding to fire their crossbows. Shawanda is pincushioned with crossbow bolts. Tabregon moves up behind her to cast a healing spell.

Antonius moves in to attack the feet of a tiefling. Tsuguri uses his long spear to jab at the tiefling as well.

Shawanda takes another serious strike from a tiefling, a shortsword strike that nearly guts her. The tiefling's tattooed friend swings at Tabregon, delivering a minor scratch. His companion with the gnarled horns manages an off-balance stab at Shawanda that she barely notices.

Shawanda strikes back, cutting a tiefling down. She advances over his cold body, with the rest of the group pressing forward behind her. The mongrelman *Rogoff* strikes with his glaive, cutting down a second tiefling. *Odier* cuts with his glaive, injuring another tiefling. Tabregon moves into an open area behind Shawanda and heals her again.

Tsuguri and the mongrelman *Silko* press forward with their ranseurs, stabbing down a wounded tiefling. Haha! They fall like wheat before the scythes of our blades! It is thus that the fields of Justice are nourished with the blood of our enemies!

Three tieflings remain standing, grim expressions on their faces. One of them holds his shortsword above his head as if it were a gaffi stick and howls, “Heuuuur! Heuuuur! Heuuuur!”

The noise attracts four cultists of Deskari, all armed with scythes. They look quite dire, but Tsuguri heartens the characters by telling them, “They must be weak! It took four of them to open the door!” Two of them cast *protection from good* on themselves while one attacks Trystan. Trystan evades the strike, whispering, “Ahh! Sweet!”

One of the tieflings steps back and shoots Shawanda with a crossbow. She shrugs off the injury – she’s taken bigger hits than that without pausing. Another tiefling, staggered and surrounded by four characters, surrenders.

Trystan and Rogoth take down a cultist!

Tusdar jabs at a heavily-armored cultist, keeping the villain at a safe reach. Tusdar dodges underneath a scythe swing, then jabs again at the cultist. The cultist is dizzy from blood loss. Antonius shouts out “Backbreaking double strike!” He wraps his three-sectioned-staff around the armored cultist. The man collapses, his ribs crushed and his back broken. Antonius yells out, “It is with the souls of the Evil that the goddess of Beauty creates Joy! I commend this wretch to be compost in her Eternal Perfect Garden!”

Silko stabs a surviving tiefling. Black blood splashes against the stones. It hisses slightly.

Tsuguri invokes the defensive powers of his magical ranseur and moves into the midst of the cultists.

The cultist standing farthest to the back invokes a *command*. He orders Tusdar to drop his weapon. The mongrelman is overwhelmed by the cultist’s evil magic and drops his longspear. The cultist takes a series of well-aimed attacks from the group. He makes one last attack, then collapses from his injuries.

Shawanda pushes forward to force the other cultists to engage. She stabs, but her blade is turned aside by the cultist’s *protection from good*. Tsuguri casts *cause fear* upon the cultist, leaving him shaken.

Trystan advances upon the last cultist, striking him down.

### *Press Forward! Press Forward!*

The cultists and the tieflings have been defeated. There is one door closed to the side. Trystan slams the door open to reveal a messy bunkroom with an opened iron lockbox in the center of the room. Antonius reluctantly puts his alchemist's fire away. Everyone decides that cultists are really not good at housekeeping.

## **Conference Room of Death**

The characters move further down the upstairs corridor. They find a long room with a conference table decorated with a map of Mendev upon it. There are a dozen bloody bodies around the table, each with an awful gouged wound in its chest. A creature with the wings of a giant hawk, the body and antlers of a stag and the head of a ravaging wolf perches upon the table. It sees Trystan and glares at him, baring its bloody sharp teeth. Its unnatural hunger for hearts is clearly not yet sated.

Tabregon suggests, "The bodies must have been the Finance department here. The creature couldn't find a heart in any of them. For all of its rooting around in their chest cavities all it could find was evil and despair. No wonder it's upset!"

Trystan decides that he will not take the threat of the heart-seeking stag-hawk-eagle lightly. He shoots it in the chest as the mongrelman Rogoth moves up to stab it with his glaive. Rogoth gets in a good hit and is disappointed to see how little it bothers the monster.

The creature leaps into the air and whooshes over to attack Trystan. On the way, Rogoth and Tsuguri both strike it with their long weapons. As it passes over them, its shadow touches them. They notice that as its shadow touches someone, it changes shape to match the creature it shadowed. It descends upon Trystan, tearing at him with fangs and *frightening* him.

Antonius orders the two nearest mongrelmen to lock up the tiefling prisoners as he runs to engage the monster. Tabregon follows him, *cause fear* scroll at the ready. He reads the magic out at the heart-eating monster, *frightening* it in turn. Tsuguri is on his heels with a *cure light wounds* for Trystan.

The peryton (as it surely is) moves back into the corner. Tabregon traps it in the corner and slays it with his morningstar. The mongrelmen come in with longspears and stab it further to death, “Just to make sure.”

The dozen bodies in the room appear to be museum employees and visitors. Tabregon looks at the bodies and is able to identify one of them as a drinking friend of his: *Rothog Sparks*, a silversmith by trade. He is overcome with grief. He accepts a piece of chalk from Tsuguri and uses it to write the names of those dead he can identify upon the wall. The others think that makes this little tableaux even creepier, but hold their peace on the subject.

Tsuguri uses a *healing burst* to stabilize the wounded prisoners and patch up the remaining nicks and scratches in the group. The characters have four tieflings as prisoners. All of the cultists were slain in the fighting.

## The War Room

The characters investigate the room the cultists came from. They find that it was a war room. The walls are covered with maps showing various parts of Sarkoris and the Worldwound. There is a hexagonal table covered with papers that prove to include a lot of detail of Mendevian troop movements and defenses, plainly looted from all across the city. *Irabeth* tells the characters that it would have been terrible if all that information had fallen into the hands of the demons. Antonius hands the documents over to her, in the process finding a scroll of *restoration*.

Finding the documents earns the characters an additional **Devotion Point**. They also got two **Devotion Points** for restoring the shrine to Iomedae in the Gray Garrison.

### *Interrogating the Tieflings*

The characters decide to go with the classic “bad cop, good cop” routine to interrogate the tieflings, with Tsuguri serving as bad cop and Trystan serving as good cop. They learn three things:

- Aerie is inhabited by giant flies
- The library is guarded by a goat demon. It contains documents that cultist leader *Jeslyn* thought would be worth turning over to the demons.

- Jeslyn herself is on the third floor with her bodyguards. Her bodyguards include a pack of zombies and a minotaur.

From the tieflings' descriptions the goat-demon is probably a *schir* demon, perhaps seven feet tall and 300 pounds. They are created from the souls of people who have inflicted senseless revenge. They are not particularly intelligent, often employed as front-line demonic infantry or servants to minor cultist leaders.

“Minotaurs are bad news too,” shares Antonius. “I read a comic back in camp hat says they’re more than a little... rapey.” Everyone shuffles uncomfortably at that thought.



## The Demon Library

The characters find that the door to the library is magically sealed, a problem that they use the *chime of opening* to deal with. The door opens on a fairly large room, 20 feet on a side. The demon stands in the center.

Shawanda moves to engage with the demon, avoiding its swinging halberd. Tabregon moves in after her and uses another *cause fear* scroll, *frightening* the demon.

The creature runs to a corner of the library, leaps up atop one of the stacks and glares at the characters like a cornered cat.

Trystan shoots at the demon, which avoids his arrows. Irabeth chooses to ignore the risk of attacks of opportunity and rushes straight at the demon. She evades its clumsy strike and drives in to *smite* it! Antonius follows her, jabbing at the creature with his staff.

The demon lashes out desperately, delivering a devastating strike to Irabeth. She screams out in pain. Shawanda moves in to her aid, stabbing the schir with her magic sword *radiance* and dropping it. Tsuguri helps Irabeth with a touch from his *cure moderate wounds* wand.

There are six important books in the library collection, including a *manual of war*. It is bound in bloodstained leather, scarred like a veteran warrior. With study, it allows a fighter to exchange a bonus feat for a different bonus feat for a 10 minute time span.

The demon's halberd is masterwork, and covered with diseased slime. Tsuguri isn't proud: he takes it out into the hallway and cleans it off with *create water*.

## The Oracle of Deskari

The characters know a little bit about Jeslyn, the Oracle of Deskari and the lead cultist in the Gray Garrison. She is more than a simple cultist. Her oracular powers from Deskari manifest as a twisted foot and a gnarled insectoid arm.

The characters enter the room leading to the third floor. The southern part of the room contains a wide basin filled with dripping entrails. Six zombies stand around the basin, contemplating their own slashed bellies.

Tabregon steps into the room, glowing in his positive energy form. He unleashes a positive energy burst. The zombies burn and blister! Trystan follows him and cuts one of the zombies down. Antonius destroys another one with his axe, cutting it off at the legs. One of the mongrelmen stabs another one down. The zombies counterattack, only to be cut down by mongrelman spears and glaives.

Tsuguri tells the others, "I know that was just against zombies, but I'm really pleased by the way that combat went. Thanks to everyone for following the plan perfectly!"

From up above the minotaur howls.



Trystan tells Rogoff, “You go first!”

Rogoff looks dubious, “For what it’s worth, boss, I read the same comic book about minotaurs that Antonius did. And you guys normally go in first – I’m not sure I feel comfortable about this arrangement.”

Trystan decides that he has more hit points than his henchman, so he goes up first. He is bolstered by a *protection from evil*. The minotaur is an awful sight, with blood red fur and glowing green eyes. It invokes *smite good* and power attack and rushes to mangle him. Trystan steps back away from the swinging axe blade and fires his arrows. The minotaur’s vicious axe blade does spoil his aim, causing his arrows to fly wide.

Antonius moves in underneath the minotaur’s axe, placing himself for his next attack. Tusdar moves in and shoots the minotaur once. Shawanda storms up the stairs in time to see the minotaur take a great axe swing at her. She evades it, understanding that the minotaur’s axe will do an immense amount of damage should it ever connect.

Irabeth moves in after Shawanda. She invokes *smite evil* and delivers a heroic strike to the bull-man’s lung. Evil-smelling blood spurts from its chest as it breathes in great, labored gulps of air. With one more strike, it collapses.

Shawanda moves to the far door and invokes the *chime of opening*. The door opens to reveal a room perhaps thirty feet across with a stone dais in the center. Its original purpose is unknown, but it now serves as a trophy room. Atop the pedestal there is an iron cage, and within it a chunk of glowing white stone. Jeslyn stands in front of the cage, glowing with oracular magic and defensive spells.

Antonius moves in to grapple Jeslyn. She is not pleased to be grappled. She casts a spell, but is unable to bring her hands into contact with the agile monk.

Tsuguri moves in and casts *touch of idiocy* upon Jeslyn. Tabregon casts *cause fear* from his last scroll, leaving her shaken.

Irabeth follows the characters in the chamber. She ignores the oracle and attacks the cage holding the wardstone shard.

Trystan shoots Jeslyn twice. She endures the arrow shots with barely a wince. He marvels, “She’s made out of hit points!”

Antonius ignores his comment. He is too busy going for the pin. He immobilizes Jeslyn completely. She struggles helplessly to escape. Tabregon demands her surrender,

but she refuses. Far to the contrary, she howls out, “I bring the wrath of the Locust Lord down upon you!”

Irabeth strikes the wardstone with the *rod of cancellation*. The wardstone explodes in a blast of gold and white and the sound of an angelic choir! Hundreds of razor sharp stone fragments destroy the cage and inflict horrible damage... which miraculously misses the characters and their allies but turns Jeslyn into a horrid red spray. This is a mythical action!

A few seconds later, the characters start to see visions of events in other places. They see the holy energies stored in all the other wardstones. Rather than destroying the remaining stones, all of the sacred energies rushing forth from the fragment infuses the six characters (including *Calanthe*, who just wandered in) with a glowing golden light. They are instantly healed, their abilities are recharged, and their spells are restored. *Calanthe's* negative energy levels are dispelled.

Through the visions the characters can see all the other wardstones glow brightly, releasing their power and instantly vaporizing thousands of demonic warriors. All attacks along the border cease and the surviving demons flee back into the depths of the Worldwound. Although the defenders rejoice at the victory, they are dismayed that their greatest defenses have just burned themselves out.

The characters see another vision. They see the first wardstone being consecrated in Kenabres. They see the ritual of creation, assisted by the incarnate presence of the Herald of Iomedae, the *Hand of the Inheritor*.

The characters also see a vision of a young *Lord Holrun* at the age of 20, leading the burning of dozens of witches in the courtyard of the Fortress of the Kite.

They see a vision from some thirty years later. The mighty balor *Korramzede* the *Storm King* leads an attack upon the Kenabres wardstone. His mightiest strike inflicted only the tiniest of cracks on the stone before he was forced back.

They see the paladin Irabeth pursuing the stocky dwarf anti-paladin *Staunton Vhane*. As they fight, he is forced back against the Kenabres wardstone, his flesh burning from the contact. He strikes Irabeth's knee, forcing her away from him long enough that he is able to summon a fiendish wasp to escape.

They see a beautiful demonic woman *Minagho* with curved horns and an eyeless face placing the wardstone fragment in the chamber they occupy now. Jeslyn uses a *wish* to place the cage around the wardstone to contain its good influences.

The last vision is one of the possible future. The characters see the witch Arelu Vorlesh using a deep purple crystal to corrupt the wardstone, causing a flash of evil to go along the other wardstones in the network. In an instant, thousands of crusaders are converted into slaving half-fiend slaves of the Abyss. With the destruction of the fragment, this future will never happen.

And then, Arelu Vorlesh appears in front of the characters. She looks very much like a winged succubus. She is slightly translucent, with glowing red eyes and greenish skin. She mocks the characters, telling them that their momentary victory will not help them. Irabeth charges, Arelu stops her with a gesture. “My minions will destroy you all!” Then a rift opens and six babazu demons storm through. More demons are visible behind them, but the rift slams closed. Arelu Vorlesh is horribly injured by the backlash. Her wings shred and her image disappears. But the six babaus remain.

### *Special Abilities*

Because the characters are still glowing with sacred power discharged from the Kenabres wardstone fragment, they have some special tricks:

- DR 10/good
- Regeneration 5 (unholy & evil stops it)
- Resist Acid 10, Resist Fire 10
- Glowing with a bright light that dispels any 3<sup>rd</sup> level or lower darkness effect.
- Attacks are all treated as good, +2d6 damage against evil creatures
- 1/round, roll 1d12 and add to any d20 roll.

## **Against the Babaus with Iomedae on Our Side**

Trystan nocks an *outsider slaying* arrow and shoots one of the babaus. The shot is clean, but doesn't hurt the babau that much. Antonius discovers that the babau acid coating can damage his weapons. The babaus all start summoning... more babaus!

Tsuguri channels positive energy to harm the babaus. They all start to burn! Two of them fail their invocations, their summoning attempts ruined! Trystan shoots another and spoils its summoning attempt as well, by killing it.

The three babaus who managed to keep their invocation going only summon up a single additional babau – just replacing their recent loss. Two babaus in the front rank attack Shawanda. They are flanking, and inflict sneak attack damage – but her damage resistance keeps her from death. A babau slips right past Tabregon and Tsuguri, allowing two babaus to strike him with flanking. He stays standing! The last group of babaus cripples one of the mongrelmen.

Trystan switches over to an *evil outsider bane* arrow and shoots one of the babaus down! His second shot pierces another babau with a sallow face. Antonius hammers the same babau with his three-section staff, leaving the creature critically wounded. The mongrelman Tusdar finishes the creature off with a cold-iron-tipped long spear.

Shawanda spends some time recovering from her injuries. Tabregon moves back to heal her as Odeir steps forward to slash a babau with his cold iron longsword. A babau makes it past the mongrelman Odeir, but falls afoul of Shawanda who cuts him badly. A second tries to slip past Tabregon and takes a morningstar strike for his trouble. They surround Shawanda and Tsuguri, injuring both of them. Shawanda barely feels the damage through her divine resistance.

Tsuguri invokes positive energy again, burning the babaus. They howl! Oh how they howl!

Trystan calls out his *smite evil* upon one of the injured babaus and fires an *evil outsider bane* arrow. The babau burns from the inside, collapsing into a pile of scorched demonic flesh and blackened bones.

Antonius strikes a wounded babau, crushing its inhuman skull and dropping it to the ground. The corpse emits a foul, sickening stench. His second strike burns the arm of a second babau.

Shawanda drives straight forward with bright *Radiance*, slashing it from the side. Tabregon swings his morningstar wildly, collapsing the creature's ribcage. It sags to the ground.

A babau finds itself facing Tsuguri alone. It strikes, but his damage resistance shields him from its blows. Tsuguri responds by channeling positive energy and healing his allies.

Antonius feints at the babau facing him, providing an opening to allow Tusdar to jab the creature with a cold iron long spear. Shawanda moves in on the creature with *Radiance*, leaving the demon dripping purplish ichor that spits and sparks upon the stones below. Tabregon strikes it one last time, destroying it.

Irabeth recovers from having been choked by Areelu Vorlesh's spells.

Tsuguri suggests to the others (including Antonius, who appears to be club-dancing) that now is a good time to renew their vows to Iomedae. The characters all advance **two levels** and **one mythic rank**. The characters also all gain a benefit associated with their origin background:

- *Child of the Crusades* provides a +1 Trait bonus on Will saves. As an immediate action, any time the character makes a Will save against a power used by a demon he may expend one use of Mythic power to cause the demon to become staggered for one round per Mythic tier (or one round if it makes a save).
- *Exposed to Awfulness* provides +3 hp per level and an additional 2d6 hit points + 2 hit points per Mythic Tier, if the character is reduced to below 0 hp by a demon.
- *Touched by Divinity* allows a character to select a second domain granted by their affiliated deity. The character can use the 1<sup>st</sup> level spell granted by both domains as spell-like abilities, each a number of times per day equal to their Mythic Tier. By expending points of mythic power, the character use any domain spell of level up to their Mythic Tier as a spell-like ability.

Tabregon's two Oracle level hit point rolls are 8 and 5.

### *Oh Yes, The Loot*

For all that she was fragmented by the blast of the disintegrating wardstone fragment, much of Jeslyn's gear survived intact. The characters are not about to let a bit of fragmented witch get in the way of recovering it for their own uses. She was carrying:

- scrolls of *dispel magic* (x3)
- a *scythe* +1

- *amulet of natural armor +1*
- *cloak of resistance +2*
- keys to various doors in the Gray Garrison
- 350 gold pieces worth of onyx gemstones
- 32 gold pieces

Defeating Jeslyn gave the characters one **Devotion Point**. Defeating the alchemist was worth one **Devotion Point**.

Jeslyn's fiendish minotaur bodyguard was not equipped nearly so nicely as his boss, continuing the ongoing theme of bodyguards that aren't as capable as their principals. He had:

- Great axe (large)
- Magical horn
- 6 ivory figurines of nude women with disturbing animalistic features

## **All Praise to Iomedae!**

The characters return to the chamber with two torches burning with white light. There are two helms displayed upon stone pillars, both of them badly battered and broken. The characters clean and empty the entrails out of the basin, using lots of *create water* spells. The water glows and shimmers. They re-dedicate the shrine to Iomedae and gain one more **Devotion Point**.

## **The End of the Session**

The session ends with the characters infused with the mythic power of Iomedae and victors over the cultist forces that had taken charge of the Gray Garrison. They stand ready to carry forth the mighty message of Iomedae (and whatever other lesser patron deities they may give some service to from time to time) to the surviving people of Kenabres, pushing back the malevolent demonic hordes of the Worldwound and restoring life to Sarkoris!