

WRATH OF THE RIGHTEOUS 02/01/2015

Attendance

Bruce continues to search for his cat *Tyche*, who has now been outside for two weeks. *Chris* is marginally interested to hear that *Georgina* is maintaining a Lost Cat Update on Facebook until he learns that it is on Facebook, which he hates.

Paul notes that he was given a Google Chromebook for his working success. He proudly asserts, “The entire Internet is on this thing!”

Ernest asks, “However does it fit?”

Paul explains, “That’s the miracle of Google! Every time I make a search, it updates the entire Internet!”

Patrick starts to get nervous. He feels like his life is run by massive forces that he cannot completely understand. *Matt* assures him that he should simply let these uncomfortable feelings go, because he is nothing more than a tiny cog in a colossal machine.

Tim indicates that he will miss the game on account of having actual legitimate work to do. All are saddened!

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	9M3
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	9M4
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	9M4
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	9M4
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	9M4
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	9M3

Distribution of the Woundwyrms' Loot

Tabregon (who wasn't around to watch the Woundwyrms be slain) is now carrying the *bag of holding (type II)* with all the party treasure and a very exciting library inside. He also picks up scrolls of *restoration* and *greater dispel magic*. Trystan gained a suit of *mithril scale mail +4* from the Woundwyrms' hoard, representing a rather substantial gain to his defenses.

As his new mythic ability *Antonius* has picked up *titan's rage*. He explains, "Now I can grow big too!"

Tabregon's Portentous Dream

Tabregon receives a dream-sending while the others are away at the Lakes of Lava. He sees a woman who appears to be a succubus, horned and winged but still very beautiful. She is armored and carrying a bouquet of weapons. She says, "I am sorry to reach out to you, but this is the only way I can communicate. I hope you can help me. I am the succubus *Arueshalae*. I have turned against the forces of the Abyss and they pursue me with a vengeance. I have been trapped by a powerful hag cleric and have taken refuge in fortified ruins which still has a hallowed area around it – that keeps her minions at bay and I have killed many of them. But we are now at a stalemate. I cannot escape and she cannot advance." Tabregon is able to see the layout of the place in his dream. She is in an old bell tower, surrounded by an area of forbiddance against evil.

She continues, "The ruins and surrounding area are infested with the minions of evil. She has several types of demons plus riders upon rift-drakes as her servants. The presence of the demons has drawn local scavengers, will-o-wisps and grimslakes.

Tabregon (still dreaming) asks, "Where is the ruin?"

"It is to the West." She goes on to explain where to find the place.

"How long will you be able to hold out against the demons?"

"We are at an impasse. The forbiddance effect keeps them at bay, but neither side feels it can win. We are at a siege, but they cannot starve me out. I still have some of my demonic powers but have lost others. I cannot teleport out of here."

The Trek to Succubus' Rest

The other characters return to Drezen to resupply and meet with *Trystan* and *Tabregon*. *Tabregon* explains his dream. It will take six days to reach the ruined fortress, if the characters spend no time exploring. Half of the distance is already explored, so the characters elect to travel with all due speed.

As the characters pass the dry riverbed and approach Succubus' Rest a riftdrake attempts to shadow them, concealed by the overcast skies. *Tsuguri*'s unnaturally keen senses are able to pierce through the clouds and spot the creature as it flies in. He calls out a warning, "Dragon! Dragon from behind!" The characters turn to engage!

The drake strafes the party with a ball of caustic gas. The ball hits the ground and sprays out in a horrible, burning cloud. The characters burn! The characters are also *slowed*. The drake's rider follows up with *hopeless bleak despair* that engulfs *Shawanda*, *Trystan* and *Jhoran Vane*.

Antonius invokes *titan's rage* and becomes large! No *hopeless bleak despair* for him!

Trystan raises his bow and tells the drake, "I shall smite you, foul beast of evil!" He barrages it with arrows, leaving it lightly wounded and perforated with arrows.

Tabregon casts *dispel magic* and eliminates the *hopeless bleak despair*. *Shawanda* exclaims, "Five seconds of despair! That was horrible!" *Tsuguri* casts *blessing of fervor* upon the group, to partially counteract the *slow* effect.

The rift drake crashes into the enlarged *Antonius*, tearing into him and inflicting terrible bleeding wounds. The drake's rider follows up by piercing him through with a lance. *Antonius* is unhealthy, but still standing after this assault!

Shawanda recovers from the *slow* effect. She rushes the drake, stabbing it through with *Radiance* and leaving it critically wounded. *Antonius* decides that the drake rider is unnatural and needs to be dealt with. He correctly recognizes that the rider is an incubus, and is thus vulnerable to a whole host of anti-demon effects. He strikes the incubus, wounding him in his flawless shoulder.

Trystan shoots the rift drake through the eye, slaying the creature. He turns his attention to the incubus, critically wounding him and marring his beautiful, beautiful body.

Antonius yells at the former drake rider, “Don’t be making googly eyes at me with that Flock of Seagulls haircut!” Tabregon notices that Antonius is still dripping blood from multiple horrible gashed wounds. He casts *mythic cure serious wounds* upon him.

Tsuguri moves up to the rider. The incubus strikes him through with his lance, allowing Tsuguri to invoke a *painful gambit*, allowing everyone else to make an immediate attack. Antonius grabs the incubus’ head and twists it clean off, inflicting 80 points of damage and 6 points of INT damage. The incubus dies instantly. The characters quickly loot it and are disappointed to find that it was not carrying very much at all worth keeping:

- *Shock lance +1*
- *Studded leather +1*

The Castle of Succubus’ Rest

One day later the characters come upon a ruined castle surrounded by a copse of petrified trees. The place was once the home of a ranger brotherhood allied to the Green Faith, but they are all long gone, fled or destroyed by the encroaching demonic hordes. The characters are able to see a gigantic silvery bell up in the bell tower.

The characters approach the castle very stealthily, using various magical tricks to keep themselves out of sight. Tsuguri is able to see a single rift drake and drake rider perched high upon one of the castle towers, well before the rider and the drake are able to see the characters. The characters approach from the blind side of the castle, hidden by the bell tower, then use *stone shape* to make themselves a door.

As soon as the characters get within 120’ of the tower, they find that they are granted a *protection from evil* effect from the tower’s aura.

When the characters get within 20’ of the tower, the drake rider notices them in spite of the fact that they are occluded from his vision (they’re tricky that way). The drake flies around to engulf the characters in acidic gas. Shawanda steps in front of Tabregon to protect him from damage, ensuring that the oracle has the time to open the wall for the others to pass through. The characters notice that the tower heals itself back

closed (slowly) once they pass through – this isn't fast enough for Tabregon, so he casts his spell again to close the gap.

The Mystical Defenses of the Tower

The Silver Bell provides a variety of effects beyond just *protection from evil*, including:

- *Maximized chaotic good forbiddance*
- Self-healing for the tower
- The entire tower is *hallowed*

Sadly, the effect creating a Starbucks in the basement is no longer operating.

Enter the Reformed Succubus

Arueshalae comes rushing down to the ground floor of the tower, her *star bow* at the ready. The paladins in the group quickly check her alignment – she is neither evil, nor lawful. She aims the *star bow* at the characters.

Tabregon assures her, “I am the crusader you contacted! We are here to rescue you and break the powerful of the hag cleric that has trapped you here!”

“I believe you.” She lowers the bow. “I have no words to express my gratitude for your coming all this way to save me.”

“You could be a powerful symbol for the recovery of Sarkoris from the Worldwound.”

“I fear the priests and paladins of the Crusade might not want to accept me.”

Both Trystan and Tabregon reassure her, even though chaotic good is a lesser form of good. She tells the characters the location of the Ivory Sanctum, stronghold of the Templars of the Ivory Labyrinth. It is in the Ivory Sanctum that the *nahyndrian elixirs* that have so strengthened the demons of the Worldwound are made.

Antonius asks, “What forces are arrayed against you?”

Arueshalae describes *Jarrunika* the hag and her allies. Beyond her own personal powers, Jarrunika has a *bebilith* spider demon, a locust-demon and three drake-riders (one of whom the characters have killed). There are also a half-dozen grimslakes and several will-o-wisps in the area. Jarrunika has convinced the grimslakes to follow her, but

the will-o-wisps are more opportunists eager to prey upon those wounded on the battlefield.

Arueshalae explains that the bell is called the Bell of Mercy and it is sacred to Desna. She fled to this place because she knew it was here. Once, it is said, there were seven such bells.

Confrontation with Evil

A voice calls out from outside of the bell tower. The characters move to the arrowslits to listen. Jarrunika is taking cover on the opposite side of the courtyard, away from the aura of the Silver Bell. “Have you come to kill the creature of filth that lies within that tower?”

Antonius (and others) yell back, “No! We’re here to kill the creatures of filth that hang around outside the tower!”

“You waste your time upon this whore of the Abyss!”

The characters pull back to discuss tactics. They can see the remains of several evil creatures (another rift drake and some lesser threats) in the courtyard, slain by Arueshalae. All the bodies have been chewed up by the grimslakes. Nothing else is visible.

The characters buff themselves up and advance into the courtyard, determined to end the grimslakes and the hag. Antonius leads the way with a *fleet charge*, moving to attack the hag Jarrunika. As he moves across the courtyard the grimslakes start popping up from the ground like hungry evil daffodils. One of them stops his charge, and for its trouble is struck down, along with one of its compatriots.

As the characters move into the courtyard the *derakni* locust-demon skitters into sight on the battlements. Arueshalae invokes her *boots of speed* and opens fire on it with her *star bow*, hoping to disrupt its spells. Her good-aligned arrows trail sparkling stars as they rocket into the demon’s body. Trystan notes, “That demon’s spell isn’t really all that good if the first effect is to make arrows sprout out of its body.”

Jarrunika rends Antonius with her claws, leaving him horribly injured. The drake-riders fly in at incredible speeds. One of them blankets Tabregon and Shawanda with

acidic gas; the other engulfs the arrow slits and catches Trystan and Arueshalae. The characters' *energy resistance (acid)* keeps them safe from the attack.

Two more grimslakes burst to the surface. Tsuguri places an *aura of madness* upon them to keep them occupied. One of them thrashes around, injuring itself. The other flings itself at Tsuguri, delivering a respectable bite. He manages to avoid being grabbed by the thing.

Trystan casts *holy smite* upon Jarrunika and some of the grimslakes. He has the ability to do this because he is the divine source of the Law and Good domains! He never tires of telling the others this. Tabregon moves towards Antonius (hoping to heal him later), on the way striking one drake and its rider with *holy smite*, wounding and blinding both of them.

The derakni demon observes the ongoing slaughter in the courtyard and decides to fly away to fight again another day.

Arueshalae notices that there is one drake-rider flying in the upper distance and mostly unmolested. She switches to her *axiomatic outsider slaying* arrows and opens fire on the rider. She shoots an arrow cleanly through him, though he manages to survive against all expectations. He wheels around and tells Trystan, "The demon beside you will betray you! She is on our side, her conversion is a lie!" The demon hopes that his *suggestion* will turn him against Arueshalae next to him. Trystan does not believe his lies. He responds by shooting the rider down and then wounding the drake.

One of the grimslakes, in spite of blindness, is able to latch on to Tsuguri and grapple him. It starts draining out his precious, precious marrow!

Tabregon moves up to Antonius, daring an attack from a grimslake, to cast *mythic cure serious wounds* on him. Antonius unleashes a series of attacks against Jarrunika, leaving her horribly wounded but still alive. Until she collapses from blood loss.

The formerly-blinded drake charges at Tabregon. The drake-rider couches his lance for a devastating thrust! Tabregon is torn half to shreds and tripped to the ground. He is still conscious, but so wounded that will-o-wisps start emerging to feed.

Trystan retaliates by shooting the drake out of the sky, leaving the former rider to scramble away from the fallen beast. Meanwhile, Tabregon heals himself.

Shawanda moves over to the grimslake grappling Tsuguri and slays the thing, then channels positive energy to heal Tabregon.

The bebilith moves onto the scene. Antonius observes that demonic spider-horrors are where he is a Viking and engages the thing. He hammers it with his bare hands, cracking its chitinous skin and leaving it critically injured.

The will-o-wisps, noting that Tabregon has recovered but Jarrunika is now stable at -1 hit point, move in to electrocute her. Tsuguri notes, “Isn’t that a shame.” He decides that the situation would best be improved with a *blessing of fervor*.

Arueshalae draws out her *outsider bane* arrows and fires upon the bebilith. Her arrows strike the thing dead. At this point, the characters are easily able to clean up the remaining foes, except for the drake-rider who teleports away. The characters wait until the will-o-wisps drift off then pick the corpses for loot:

- 2 potions of *cure moderate wounds*
- Scroll of *greater dispel magic*
- Scroll of *blade barrier*
- 2 scrolls of *heal*
- *Amulet of mighty fists* +2
- 4000 gold pieces
- *Studded leather* +1
- *Shocking lance* +1

Arueshalae’s Story, In Part

With her hunters dispatched or fled, Arueshalae tells the characters everything she knows – and she has had the opportunity to learn quite a bit about the activities of the local Baphomet cultists and their demonic allies, including the location of the Ivory Sanctum and the source of the nahyndrian elixirs.

She knows *Jerribeth*, an advanced glabrezu with the ability to change shape instantly (a gift from Baphomet himself). She is in charge of the local area and serves as Baphomet’s representative to the Templars of the Ivory Labyrinth. Jerribeth normally travels in the shape of a beautiful green-haired elven woman. She finds that shape is well-

suited to sway the judgment of mortals, including Staunton Vane. She is also responsible for many of the secret signs used by the cultists to transfer information.

Arueshalae concludes her presentation with a fervent plea, “I wish to convert to the cause of good and give myself over wholly to the cause of Desna. I have done what I can but I cannot yet atone for the depths of my evil. It is unfortunate that none of you are Desnan priests, but if one of you could show me the way I would be quite grateful.”

The Bell of Mercy

Shawanda actually knows where some of the other Bells of Mercy are located. One is in Ustalav (where it is probably being used as a bathtub), one is in Varisia and so on. The characters debate whether to carry it back with them – though first they will spend some time cleaning up the immediate area. Tsuguri performs a *sending* to let *Irabeth* know what the characters have found and requesting wagons to move the bell.

The End of the Session

The session ends with the characters in command of the ruined tower at Succubus’ Rest. They are making preparations for moving the Bell of Mercy back to Drezen, where it will serve as a cornerstone of the defense. Saving Aruesahalae does count as a mythic trial, raising Tabregon up to mythic tier 4.