

## WRATH OF THE RIGHTEOUS 02/15/2015

### Attendance

*Ernest* and *Chris* listen with barely-concealed disdain as *Bruce* describes a problem with “pregnant contacts” that he worked on years ago at Cypress. Ernest defuses the situation by pointing out that he has brought along some Pathfinder comics for everyone to enjoy. He further opines that Bruce will not be asked to teach any sex education classes any time soon.

*Patrick* arrives, settles in, and then wonders, “Where is our game master? Things are going to go very slowly if he’s not here.”

Just in time, *Paul* shows up, ready and eager to be in charge! Huzzah!

*Tim* sneaks in quietly, without drawing notice to himself. Only *Matt* sees him as he takes his place at the table.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	9M4
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

## A Tactical Interlude: The Ivory Sanctum

Now that the characters know the location of the Ivory Sanctum, they spend some time discussing how best to attack it. *Antonius* asks, “Is this a place we should bring an army to, or just ourselves to?” All agree that this is a job for player characters.

*Trystan* suggests, “We should try to infiltrate it!”

*Tabregon* agrees, “We are good at infiltrating!”

*Shawanda* points out, “That is true if by ‘infiltrate’ you mean ‘Break down the doors and kill everyone inside.’”

*Tsuguri* has nothing to add to that.

### *Loot Distribution and Manufacture*

The characters pick through the loot they acquired while retaking Succubus’ Rest from the hag *Jarrunika*. *Tabregon* picks up scrolls of *greater dispel magic* and *heal*. *Tsuguri* gains a scroll of *blade barrier*. And with several days to wait, *Tabregon* enchants *Antonius*’ new *amulet of mighty fists* +2 to have the *demon bane* enhancement, costing *Antonius* 10,000 gold in the process (“You just disintegrated all my gold!”).

### *A Quest for Arueshalae*

The characters spend several days at Succubus’ Rest, enjoying the aura of goodness and preparing the *Bell of Mercy* for transport when the wagons from Drezen eventually show up (an event that will take weeks at best). While they wait, the redeemed succubus *Arueshalae* asks the characters if they could place a *mark of justice* or a *geas* upon her. *Trystan* allows as to how he can do that, but everyone agrees that she should be presented to the officials of the Crusade at Drezen first, because normally being a succubus is a capital offense in the citadel.

*Arueshalae* indicates that she is very interested in becoming full-out good, and would like to help the characters defeat *Xanthir Vang* (not *Vampirella*, as some characters believe). He is the master of the Ivory Sanctum, a master spy and trickster, and apparently now composed entirely of worms.

*Arueshalae* explains that her path towards good started when she captured and almost drained a priestess of Desna to death upon her first arrival in the Worldwound.

Just before the priestess died, Arueshalae allowed herself to look into her mind and soul. She was rewarded with dreams, and a vision from Desna. Demons normally never dream, but when her dream finished she was full of memories from her long-lost mortal life and regrets over her many evil acts. She is willing to undertake any task or make any sacrifice if it will help her to atone for her acts and once again become good.

Arueshalae explains that all of her equipment was originally taken from Crusaders. It was unusable to the demons of the Worldwound, but when she started on the path back to good she was able to use it. She agrees to hand her *starbow* over to Trystan so he may use it in his fight against the demons. He gives over his bow to her in compensation.

### *Starbow*

**Aura** moderate [evocation](#); **CL** 11th; **Slot** none; **Price** 30,400 gp; **Weight** 3 lbs.

### **Description**

The silvery wooden limbs and green riser of this +3 [composite longbow](#) are decorated with rows of tiny stars, sparkling comets, and little moons. Arrows fired from this bow trail streams of silvery light, and resemble shooting stars as they fly.

Creatures that take penalties in bright light take these penalties for 1 round after being struck by such an arrow. An arrow shot from the starbow sheds light as a sunrod for 1 minute after it is shot. A starbow responds to the strength of its wielder, acting as a bow with a strength rating equal to its wielder's [Strength](#) bonus. The wielder can fire it with a lesser [Strength](#) bonus (and cause less damage) if desired.

Three times per day as a [standard action](#), the wielder can use a starbow to fire a 30-foot-long cone of arrow-shaped bolts of radiance. All creatures in the area of effect take 5d8 points of damage unless they are [undead](#) or creatures harmed by sunlight, in which case the damage increases to 10d8. This damage bypasses [damage reduction](#) and [energy resistance](#). A successful DC 18 [Reflex](#) save halves the damage. A creature that takes damage from this attack is shrouded with a soft radiance (as [faerie fire](#)) for 1 minute.

## Construction Requirements

**Feats** [Craft Magic Arms and Armor](#); **Spells** [searing light](#), [warp wood](#); **Cost** 15,400 gp

## The Path to the Ivory Sanctum

The characters give up on waiting for the wagons, especially once they recognize that the wagons will take many days to reach the tower of Succubus' Rest, much longer than it took the characters to reach the place. Tsurugi writes a note to the waggoneers and the characters head along to the Ivory Sanctum.

The characters' journey is uneventful right until they reach the mouth of the Greengate Gorge, an awful place of jagged rocks and shattered statues. Arueshalae tells the characters that the front gate is at the end of the gorge, hidden behind an illusionary wall. Trystan and Shawanda observe that there are rumors that the main gate of the Ivory Sanctum is guarded by basilisks. Unfortunately, nobody in the group knows much of consequence about basilisks except that they kill with their gaze.

*Calanthe's* companion *Uziel* the tiefling rogue (who is now learning to be a bard – he is Rogue 1/Bard 6, but with CHA 7 so he cannot cast any bardic magic) actually does know quite a bit of interesting information about basilisks. He tells the characters of their ability to eat the creatures they petrify, the fact that northern mountain basilisks have short horns on their noses while southern forest basilisks do not, and (of course) the fact that they can turn almost anything who meets their gaze to stone. Blindfolds and the like are effective against their magical attack. Few know that weasels and ferrets are immune to a basilisk's attack. More important, their gaze only has a range of about ten paces.

The characters question how the members of the Ivory Sanctum get in and out of their fortress if it is guarded by basilisks. Arueshalae points out that most of the people who use the place are able to teleport, and the main entrance is mostly unused. Obviously.

### *There Really Are Basilisks Here*

The characters draw closer to the Ivory Sanctum. From 150 feet out, Trystan is able to see that there really are six basilisks concealed around the entry to the Ivory

Sanctum. Fortunately, they are all clustered within a forty-foot radius, making them attractive targets for a variety of spells.

Calanthe indicates, “I am just going to *fireball* the basilisks.” The basilisks burn, but they do not roast all the way through. They survive, though some of them look extra-crispy. Trystan follows up with arrows. His attack turns one of the basilisks into a pincushion. Arueshalae ventilates three more, leaving only two scorched survivors.

Antonius and Shawanda lower their blindfolds and wait for the basilisks’ charge. The basilisks disappoint them: they cower and avert their eyes. The characters simply advance with blindfolds right through the illusory wall and to a portcullis that they cannot see but which they can feel.

### *On to the Fiendish Minotaurs*

Beyond the portcullis the characters see a room tiled in basalt, carved in a representation of a complicated labyrinth populated by minotaurs and people writhing in ecstasy and agony. The chamber is defended by four winged minotaurs, armed with glaives that allow them to attack through the portcullis. Antonius calls out, “Fiendish minotaurs!”

Trystan points out that there are other ways to attack through a portcullis. Arrows work nicely, especially when you can fire them with superhuman accuracy. His death-headed arrows extinguish one of the fiendish minotaurs. It collapses to the tiled floor. Its glaive falls with a clang. Trystan yells out, “I’m really scared of those glaives, ox-head-boys!” as he shoots another straight-flying arrow into the minotaur’s black-horned friend.

The characters use the *chime of opening* to raise the portcullis. Tsuguri and Tabregon just stand by as it clatters up. Antonius taunts the minotaurs, “Who is strong like bull? I am strong like bull!”

Arueshalae plays a chord of death upon her bow. Another minotaur walks upon that black road to the dark mountain from which none may return.

The minotaurs attack, but only in time for Antonius to grab one of their glaives, pull it from the creature’s grip, and fling it away. The creatures barely even struggle as the characters send them to the land of shadows and forgetting. Tabregon provides a couple of healing bursts to ensure that everyone is in peak fighting condition when they hit the next obstacle.

### *Did You Know They Make Them with Horns?*

The portcullis chamber leads to a fifteen-foot wide corridor. Two horned demons rush from the far end. Calanthe puts a *wall of ice* across most of the corridor, allowing Antonius and Shawanda to block the remaining access. Tsuguri invokes an *aura of madness* to further complicate the demons' lives when they reach the group's defenders. And Arueshalae wings one of them with her archery.

Uziel speaks in lyric verse, describing how these demons are also called *kalavakus* demons and that they might be Greek.

Trystan quickly does some math, then when it turns out that horned demons are not vulnerable to math he follows it up with arrows. He drills one of the demons four times, leaving it critically wounded.

The two demons close with the characters. One of them attempts to use his power of *enslave soul* upon Shawanda. She resists his entreaties, then shows exactly what she thinks of his attempt by slashing him with harsh-edged *Radiance*. The demon attempts a powerful charge, which she evades with elegance and style. As the demon thunders by, she slashes it three times leaving it critically wounded as well.

Calanthe *blesses* everyone (except the demons). Trystan shoots one of the demons down. It falls into a pool of its own hissing ichor. Arueshalae strikes down the second one.

### **Restraint Is not Heroic!**

The characters forge ahead! They see stairs, and double doors. Calanthe places a *wall of ice* across the stairs as the characters burst through the doors. They see a long corridor with a weapon rack for oversized weapons, currently holding only two massive glaives.

The characters storm forward into a lavishly-decorated bedchamber built around a massive cross-shaped restraint. A beautiful green-haired woman reclines upon a couch, gazing upon the shredded corpse of a Crusader strapped to the cross. Tabregon yells out, "She must be a wizard! Or a demon!"

Trystan charges through the door first, his bow drawn. He bravely proclaims, "Your tricks cannot fool us, demoness! We know who you are, Jerribeth!" In the

background, Uziel starts to sing “I bet you wish your girlfriend was hot like me.” Everyone is surprisingly enheartened by his words.

She is surprisingly calm. “I know who you are too, Trystan. I apologize for the mess...” She pauses while Calanthe casts a useless *hold person* at her, evidence that her tricks will fool at least one character. “...I wish for Xanthir Vang’s death as well!”

Tabregon strikes her with a *mythic holy strike*. Her spell resistance stops the attack cold. Tsuguri dryly notes, “I guess negotiations are over.”

Antonius executes a *mythic charge* against her and hammers her with his mythically-charged fists. She proves that she has mythic DR as well, enough to blunt the impact of Antonius’ attack. Antonius also places an *imprinting palm* upon her. He is disappointed to learn that her only flaw is that she cares too much... about murdering and torturing every mortal within reach. She really is just a mythic glabrezu. He decides to grapple her, confident that she will not be able to make a DC 58 concentration check to cast a spell.

Arueshalae looses *phase-locking arrows* at Jerribeth, preventing her from teleporting away. Jerribeth decides to change shape as an immediate action. She sheds her fair form, taking on the shape of an 18-foot dog-headed monstrosity with two small arms and two huge pincers. She executes a full attack against Antonius, leading with her *rod of the viper*. Antonius takes massive injury and is poisoned twice. He assures the others, “I got her!”

Shawanda assesses the situation and rushes to the attack. Jerribeth sneers, “So you value your life so cheaply? I will strike you down!” Shawanda responds with a single epic thrust with *Radiance*. Jerribeth is only lightly wounded.

Jerribeth continues to claw and tear at Antonius. He evades the worst of her attacks. He gives thanks to the wisdom and grace of those celestial forces that look upon him with pleasure, for he is quite surprised to still be alive.

Trystan opens up with the *starbow*, plunging four arrows into Jerribeth’s body. The heads tear through her, leaving her critically wounded. Calanthe observes that Jerribeth is likely to attempt to escape by teleporting, so she strikes with a *dimensional anchor* to keep her in line.

Tsuguri hits Antonius with a *heal* spell to restore him. A resurgent Antonius squeezes hard, crippling and crushing Jerribeth, rendering her unconscious. “OK, now let’s lead her on the road to redemption!” he declares, pausing long enough to see the horrified expressions on his comrades’ faces before snapping the demon’s neck.

## The Road to the Man of Worms

### *The Prisons*

The characters waste no time: they storm on through to the next chamber, which is lined by empty prison cells. Beyond is an octagonal room rife with the stench of decay. Human cadavers are shackled to two basalt slabs in the center. The ceiling and floor are covered with strange symbols. There are no visible vivisectors, so the characters storm on through.

### *The Chamber of Aberrations*

The group runs north and up some stairs into a chamber filled with tangles of weird webs and fibrous filaments. Three large pods hang in the tangles above the floor. There are also three creatures present, very strange-looking creatures with eyes upon their legs and human brains floating in nacelles along their sides. They carry various surgical tools and wands.

Trystan decides to try an experiment. He invokes a power of the *starbow* and engulfs them in brilliant light, limning two of the creatures in *faerie fire* and proving that they do not burn in the light. He follows up with a flight of arrows to prove that they are still vulnerable to having holes punched in their major organs.

The three aberrations stay hanging up in their webs of plant-like strands, casting spells down at the characters. They start with a volley of *confusion* spells that catch Tabregon, Jhoran and Uziel in their wake.

Tsuguri decides that he has had enough of this. He casts a *blade barrier* to cut apart the webs and drop the aberrations down. As the characters move into the area where the webs fell the separated pieces attempt to impede their progress. Shawanda advances upon one of the aberrations and slashes it, freeing one of the human brains from its blister.



Antonius steps in and inflicts a grotesque level of damage, bursting all five of the creature's brain-pods. The creature collapses in a tangle of broken limbs, oozing tubes and misplaced organs. Its two companions swiftly follow it along the dark path into the shadowy forest from which none return.

### *The Temple to Baphomet*

The characters find a great temple chamber dedicated to the greatness of Baphomet. A twenty-five foot tall of a goat-headed man clutching a crescent headed glaive dominates the tall chamber. An altar stands at the statue's feet. The floor is decorated in an intricate labyrinth pattern. The domed ceiling is painted to evoke the night sky.

There are no actual cultists present, so the characters simply storm on past.

### *Parts of This Compound Really Are Full of Demons!*

The characters ignore the temple and move on to a training room. Six Templars of the Ivory Labyrinth are standing ready to attack the characters. As the characters rush in, the Templars strike! They cast *command* spells that the characters generally ignore.

Antonius answers their magic by sending one of the Templars down the long road to the black mountain from which none return with his three-section staff! Shawanda sends a second Templar along the same night-bound path as his comrade. The Templars gang up on Tsuguri, prompting him to ask, "What did I ever do to you?" The characters bring an end to the rest of them quickly and move on to a nearby guard post.

Calanthe turns herself *invisible* and investigates further along. She finds four demons standing in the guard post. She isn't sure if they can see invisible things or not. They are big horse-sized *derakni* demon locusts with almost human faces. Calanthe retreats to warn the others while the demons stand back and summon more demons. Sadly, they only manage to bring in one additional demon.

Antonius leads the charge with a shriek of, "Mythic bullshit!" Bug parts fly as he rips the thing apart. Calanthe *slows* another of them. Shawanda steps into the fray, her blade swinging to and fro, leaving her foe critically wounded. Tabregon attempts to unleash holy power against the demons with a *holy smite*, but the demons' spell resistance wards the effect leaving them unharmed.

The *derakni* demons launch a series of *summon swarm* spells at the characters, annoying them but failing to actually impede them much – not least because as summoned creatures they can't reach into Tabregon's *magic circle against evil*. They drone with demonic fervor, leaving poor Uziel *confused* (yet again), then commence chewing upon Antonius, Calanthe, Tabregon and Trystan.

Tsuguri drops *resist energy (fire)* on everyone standing inside Tabregon's *magic circle against evil*. Then Calanthe drops a *fireball* on the demons, their swarms, Antonius and Trystan. The swarms (all of them) burn with a foul chitinous smell, along with one of their *derakni* masters, who scuttles upon the dark road to the black mountain from whom none ever return.

Shawanda pierces a *deraki* demon straight through with *Radiance*. It is a testament to the creature's unnatural vitality that it manages to survive long enough for Shawanda to draw her blade back out of its torso. Whereupon it collapses and walks the shadow-paved highway to the black mountain from whom none ever return.

Tabregon flattens the next-to-last *derakni* with a *mythic holy smite*. The final demon teleports away, determined to not take a step onto that black road.

## Final Steps to the Man of Worms

The characters continue on to the south. They find a grand chamber with a seven-armed rune inscribed in iron upon the floor. A carved stone sarcophagus stands to one side, and a small stairway down to a smaller chamber lies to the other. Dead finger-length worms are scattered throughout the chamber and on its furnishings. The characters realize they have found the lair of Xanthir Vang, the worm that walks. And he's here! He is sitting behind a writing desk, looking like nothing more than a bunch of worms in a robe.

Antonius comments, "Technically, a worm-that-walks is a vermin. But it's also evil. And hard to kill."

Xanthir Vang remains seated behind his desk as he addresses the characters, "Are you here just to kill me, or would you prefer to talk for a while? For every question you answer, I shall answer a question of yours. But you must answer first."

Antonius replies, "Okay, but Tabregon has to answer the questions..."

## **The End of the Session**

The session ends with the characters in the lair of the Man of Worms, Xanthir Vang. They expect to have quite a conversation with him, and then possibly a conflict to shatter the walls of the ancient Ivory Sanctum.