

# WRATH OF THE RIGHTEOUS 09/14/2014

## THE ARMY OF KENABRES

### Attendance

*Bruce* cannot attend as he is recovering from family obligations; he has seen things that cannot be unseen. *Patrick* is running late thanks to a strike by the *Sandwich Assemblers & Food Handlers Local 440*. He screams at the ceiling, "I have no sandwich, bitches!" *Paul and Ernest* are both on time; both bear meals from locally owned Round Rock restaurants. They stare uncertainly at Patrick. Chris happily consumes his liquid lunch.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	5
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	5
Antonius	Ernest	Male Tien Paladin of Irori, Stolen Fury	5
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	5
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	5
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, freshly resurrected and levels restored. Riftwarden Orphan	5

### The City's Wounds Heal

In the weeks following our heroes' victory at the Gray Garrison, the city of Kenabres begins its slow recovery. Refugees return with newcomers who will bring the city's population up to 6,000... Still far short of its 12,000 base before the last demon attack. The city's streets are still dangerous thanks to debris, lurking monsters, opportunistic

looters/murders/philosophers/rapists/pugilists, and disease. The newly appointed garrison enjoys some success with a nightly sting operation, wherein a lone officers wander the dark streets muttering, “Oh!!!! Where can I dispose of these bags of unholy symbols, unholy water, and fat wallets taken from the cultists? Oh, I am so lost. And I left my weapons at home!” Said officers lead any stalkers straight into cul-de-sacs of murderous crossfire.

Our heroes catalog and “sell” their loot. “Sell” is in quotes, because the local economy can only support a swap and barter market. There is much swapping and bartering. Each character acquires 2844 gp, mostly in goods (i.e. magic, armor, weapons, clean food and water, etc...).

## **All Hail The Queen**

Queen Galfrey (The Crusader Queen) arrives at Kenabres with a relief force. She visits Defender's Heart in short order, where she asks the survivors/defenders to tell her what happened at the Gray Garrison and the fight for the Ward Stone. Our heroes tell her a story greatly fragmented by time and PTSD. The queen shows great patience as she draws hard intel bit by bit out of the group.

Upon conclusion Galfrey explains, “The Ward Stones are gone. Their destruction destroyed many of the demons and their minions. Be warned that some of the crusaders view you as traitors, because the stones were destroyed. Desna has decided that the fateful (people) will replace the stones.”

She continues, “The demons are pushing again. But they have left their northern borders lightly defended. You will accompany a small army to retake Drezen (a fortress built during the First Crusade) and recover the Sword of Victory and place Zuhra Aponavicius’ (Drezen's marilith commander) head on a pike. These actions, even if only partially successful, will throw our enemies plans into disarray.”

She stands up, pulls her sword and holds it high. Then she announces forcefully, “I dub you Knights of the Fifth Crusade! Kneel and repeat after me!” With that ceremony completed the blood of heroes has been ennobled! The queen awards our heroes medals:

Sir Antonius is awarded Vigor, Clarity, and Valor.

Sir Trystan is awarded Agility, Valor and Clarity

Dame Calanthe is awarded Clarity and Command

Sir Tsuguri is awarded Valor and Clarity

Dame Shawanda is awarded <information needed>

Sir Tabregon is awarded <information needed>

## **Meet the Army of Kenabres**

The queen and her entourage lead the way to the Crusader Camps outside the city's northern wall. The newly minted knights follow at a short distance; they spend time swapping stories about Queen Galfrey:

- She is purposely drawing out the Worldwound conflict, hoping to draw everyone into the crusade.
- She receives intelligence on the demons directly from Iomedae.
- She actually met Iomedae; they were roommates in college.
- She is immortal, thanks to her passion for the Crusade!
- Her sword sings when wet with demon's blood!

The army is in a small camp just outside the ruins of the original Crusader Camps. It is composed of:

- 100 paladins of Iomedae.
- Aron Kir, a scout, a siege engineer and trap expert.
- Sosiel Vaenic, human cleric of Shelyn. He and Aron are hot for each others' bods.
- Norah Dendiwhar, a halfling bard. She is from Isger, a vassal state of Chelifax. She survived that awful land of halfling slavery, giant spiders, and chittering goblins.
- Objective 1: Recapture Drezen.
- Objective 2: Recover the Sword of Valor. It is a banner, now an artifact, which Iomedae herself wielded. It warns of demonic attacks.
- Objective 3: Put Zuhra Aponavicius' (Drezen's marilith commander) head on a pike.

The newly minted knights make arrangements to boost their numbers.

- Uziel – tiefling body guard to an evil Cleric. Mercenary and possible useful. Current status - “trustee”. He agrees to accompany the army, though he is not enthusiastic. Antonius takes charge of Uziel.
- Chaleb – cavalier of the Cockatrice Order. Ex-crusader turned looter in Kenabres. Calanthe takes Chaleb under her wing.
- James Lumptkino - the drunkard tiefling that accidentally and drunkenly fell in with the demons and cultists that took over the Gray Garrison. Tsuguri takes charge of this one. Trystan introduces JL to worship of Cayden Cailean.

Shawanda complains, “You cannot trust Uziel. He is evil!”

Antonius counters, “He is evil, but he is also a mercenary. His master is coin, not demonic promises.”

Shawanda sneers, “He will betray us. You are in charge of watching him.”

Antonius holds up his hands, “Uziel just needs some religion.” He glances about and lays eyes upon Tsuguri.

Antonius shouts, “Tsuguri! Would you be willing to teach Uziel how to be good... I mean about your religion?”

Tsuguri replies, “Yes. I will teach him the confusing tenets of my religion.”

The army will travel to Drezen by following the Worldwound's border north. The distance is 106 miles. It is claimed that the Knights of Kenabres army can make 36 miles a day. There will be no water or food available en route to Drezen as the Worldwound's energies have destroyed or poisoned all such things. However, each trooper can carry 10 days of food and water. Captured supplies are expected; Drezen's mortal inhabitants still require such things.

Dame Calanthe volunteers to lead the army. Queen Galfrey arranges for a mock battle to test Calanthe's skills. Junior officers make the rounds to ensure that all weapons are blunted and that everyone understands the rules. Calanthe wins the battle thanks to some good decisions.

## **An Army Travels on its Stomach**

Day 1: The army travels to Gift of Kenabres, once a fortified village, now a smoking ruin. The army finds no survivors and 4 units of foodstuffs.

Day 2: The army slaughters a trio of goat headed demons. The paladins sing “Baa Baa Black Sheep” as they ride the demons down with cold iron lances. The army camps atop a hill that night.

Day 3: The army arrives at Vilareth Ford to find the crusader garrison murdered and their murderers (tieflings) overindulging in captured food and drink. The Army of Kenabres attacks the tiefling army (mob?). The superior discipline of the paladins handily routes the tiefling force; the survivors are hunted down for the next hour. Calanthe leads the army and picks up a new tactic “cavalry defense”.

Shawanda and Trystan head off to investigate a bunker. Calanthe continues to command the army. Aron and Soseil with Antonius go into Vilareth Ford proper to find survivors. Tsuguri and some paladins heal the wounded, then perform last rites for the murdered garrison. They are unhappy to find those bodies were greatly abused by the tieflings.

After wards, Calanthe orders her army to scrounge for supplies, weapons, etc... Many of the paladins loudly protest the order as “low born” and “disrespectful of the dead”. Calanthe gives a speech explaining the necessity of her orders – the protesting paladins are shamed or inspired into compliance. The army finds 5 units of food and 3 units of goods (useful for rebuilding a city). A dozen surviving crusaders, under Kamilo Dann’s leadership, are found in the bunker's prison cells. They were the last slated to be sacrificed. The tiefling army's commander, Backlestein, a cackling goat headed demon, escaped during the fighting and has undoubtedly reported the crusader army to his masters.

Trystan recruits Sgt. Kamilo Dann and her men into the army. Some of the paladins are shocked to find out the last surviving leader of Vilareth Ford is only a lowly fighter.

## **A Battle of Three Armies**

The army crosses the ford into the Worldwound proper. The sky is darker here; the vegetation is poisonous weeds. The plan is to follow the Arai river bed, which is dry, to Drezen.

However, this route is perilous as the army is traveling between cliff faces and the dry river bed making it ideal trap country. Aron's scouts ride ahead.

The army arrives at what was once a river town. Now its piers stretch into the dry river bed. The scouts report back that two armies, one of tieflings and one of dretches, holds the town.

The Army of Kenabres offers battle. The tieflings and dretches refuse to leave the town, which has been recently fortified. Calanthe listens to the advice of her officers and agrees on ranged attacks on the tieflings, followed by a reckless retreat to lure the enemy out where the mounted paladins will be at an advantage.

The Army of Kenabres gets a bloody nose while exchanging missile fire with the demon armies. Then it withdraws; both demon armies follow. The demons armies maneuver poorly, allowing the paladins to destroy the tiefling force with a series of charges with little danger from the dretch army. Calanthe decides to regroup and duplicate the effort against the dretches. This too works. The AoK suffers only light casualties. The paladins raise their lances to Calanthe and shout, "Khaleesi!" Calanthe is not sure what to make of this.

Shawanda and Trystan head into town looking for intelligence. Antonius, Aron, and Norah also head into town looking for survivors. Calanthe reorganizes the army. Sosiell and Tsuguri heal the wounded, then perform last rites. Paladins scrounge up 4 provisions and 2 goods.

Trystan and Shawanda are pouring over papers found in a bachelor's loft overlooking the cities long dead fish market. It is clear the room was inhabited by the tieflings; many personal and slightly alien personal items are found in the room. Trystan glances out the window just in time to spot Norah turning onto a side street; no one is with the halfling.

The half-elf is concerned and slightly suspicious, "Why is she going it alone?" He leaves to inform his friends.

The tiefling prisoners are interrogated. This nets little that is useful and a fair amount of personal information about the city's escaped demon commander:

- The demon commander's name is Exorius.
- Exorius was forewarned about the crusader army by Backlestein, the goat-headed demon; Exorius thanked Backlestein by slaying the cowardly demon.
- He is an incubus with a fondness for seducing his enemies with his sculpted legs and abs and a twelve inch....

The paladin scribe stops taking notes as the tiefling prisoner continues to describe Exorius' sexual attributes.

Norah returns to the crusader camp. Antonius and Trystan escort her to the commander's tent (Calanthe).

Trystan, "I watched you leave the battlefield earlier. You left the wounded behind."

Norah replies, "I heard a suspicious noise; I thought it was a wounded man or tiefling in the ditch near the palisade."

Antonius explains, "We know that the bad guys can get leverage on people. Maybe your family is under their thumb. But whatever it is, you can tell us."

Norah shakes her head, "Look I just heard a bird... or something that sounded like a bird. I am sure it needed my help."

Trystan asks suspiciously, "What sort of bird? What did it sound like? There are no birds around here."

None of the interrogators are able to catch Norah in a lie, nor does Norah betray any hint of being anything other than an innocent halfling.

Antonius and Trystan explain, "OK. You are under suspicion, so we have to be prudent. You will stick by Shawanda until this invasion is over. Do not venture off by yourself."

Tsuguri decides it is time to use his mythic alignment channel power to test Norah. "Tsukiyo demands that evil 'burn!'"

Norah winces, then replies, "I felt nothing!" She is betrayed by her bleeding eyes.

Seeing the blood, Antonius leaps upon Norah as she pulls out a scroll. Calanthe snatches the scroll (dimension door) away. More people pitch in to disarm the halfling after Antonius has her fully pinned.

**Loot:** wand of modify memory, small sized chain shirt, belt of mighty constitution, horn of assured victory, cash, a scroll of sending, a potion of cure serious wounds, and a collection of small sized weapons (non-magic, non-masterwork).

Calanthe leaves the tent, then uses the scroll of sending to tell Irabeth that Norah was a spy, plus the army's current disposition.

A second round of interrogation begins. The knights demand she confess her sins and she will be welcomed back to the fold. Trystan plays good cop, while Tsuguri plays bad cop (he yells at her in Tien).

Norah starts to tell her story, "My masters purchased me in Isger, then took me to Manago, where the Ivory Labyrinth instructors taught me how to be a spy. Then they released

me into the crusader ranks. I have used scrolls of *sending* and drop locations to communicate with my handlers. I used the wand (*modify memory*) and its like to deal with the occasional suspicious mind. I rose steadily through the ranks...”

Norah continues, “I want to side with you. My masters are evil and insane. But you cannot protect me from them. They are everywhere. They can be everywhere. I will never be safe.”

The interrogation goes not much further as Norah refuses to repent or share information. The knights decide that Norah should be executed, formally in front of the AoK's officer core.

Sosiel, Aron and the other officers are brought in to witness Norah's plight. Sosiel argues that Norah deserves absolution before her execution. Shelyn's tenets require that the prisoner have a night to contemplate their wickedness.

## Love On The Run

Trystan, Antonius, and Aron stand guard over Norah during the night. They are surprised when a handsome incubus teleports into the tent and swings his scythe into Trystan (12pts). They recognize the incubus from the tiefling prisoner's description – it is Exorius. The trio of crusaders snatch up weapons; Aron rolls into position, backstabbing the incubus.

Trystan is sliced a second time by the demon's scythe.

Trystan screams, “Fuck you, demon!”

The demon replies amidst storm blown, bronze hair, “Yes. A lot of people want to fuck me.”

Trystan barrages with his bow at point-blank range (spending a mythic power point), delivering an outsider bane arrow into the demon's chest (43pts). His second shot lands in the demon's thigh (9pts). The incubus staggers back, made even more handsome by his vulnerability.

Antonius (using his mythic power) delivers a flurry of blows backed with power attack (47pts, thanks to a critical blow). His fists punch through the demon's head to reveal a handsome brain, which is smashed into meat pudding.

Norah is shocked by Exorius' death, but still refuses to repent. The other officers arrive to investigate the commotion.

Sosiel announces, “It is time.”

He casts *zone of truth* and offers her absolution. Norah turns her head and refuses to answer.

Antonius and Shawanda drag her outside, where she is executed in front of the mustered army. Sleepy paladins listen to Calanthe's speech and witness Norah's death. Such is life in the crusades.

## The Path to Drezen

The skies are almost always overcast. When the clouds part, they reveal a sky of alien color. The night sky shows a consolation of unknown stars. Travel becomes more difficult thanks to the rough terrain; movement is cut in half. The scouts spend more time verifying direction, because the sun and stars provide no clue. A rain of eyeballs on the second day greatly impacts the army's morale.

Sosiel comes to Calanthe, "One of our troops, Arelis Destanderd, is soul sickened. His words are dragging down morale in his squad. You need to deal with him."

Calanthe agrees, bringing along Trystan and Shawanda. They find Arelis surrounded by a small group of paladins; he speaks in low whispers. They confront Arelis gently. They speak of the army's victories, of faith, and the importance of their mission. Arelis tells them that he will master his dark brooding. He begs forgiveness. Everyone prays.

The scouts report back – the way is clear and they found a chapel of Iomedae. It would be one of many chapels established during the first crusade as a hospital and way point. This chapel is located on the cliff face, ninety feet up, accessible by a treacherous trail.

Sosiel explains, "We should investigate. Many of Iomedae's chapels held hidden caches of healing magics."

The Army of Kenabres arrives at the chapel later that day.

The knights ignore the treacherous path in favor of *levitation* spells. They find a pair of sturdy buildings. The chapel has stained glass windows and statues lining the roof. The other is a stable. The knights proceed cautiously to the chapel.

Shawanda notices an unknown face amongst the statues of Iomedae's saints lining the chapel's roof. She points it out to the others as they move forward. Tsuguri orders Trystan to shoot that statue. Trystan shrugs, draws, and shoots. The arrow bounces harmlessly off the statue, then that statue and two others leap down to attack. Tsuguri casts *prayer* to back Calanthe's *blessing*.

Trystan draws his adamantine morning star and smashes away at a gargoyle. Shawanda draws her sword, Radiance, and repeatedly cuts a gargoyle into harmless chunks. The gargoyles claw crusader flesh. Tsuguri delivers touch of idiocy to one gargoyle, then points his ranseur menacingly. Calanthe blasts a gargoyle plaguing Tsuguri with magic missiles and scorching rays; she is pleased to find that gargoyles burn!

Tsuguri uses channel positive energy to heal the wounded as Trystan and Shawanda destroy the last gargoyle.

The crusader troop into the chapel to find a clutch\* of ghouls (8). Some of them wear armor and hold weapons. The ghouls snarl; most charge, the slowest of which are caught in Calanthe's *web* spell. Two ghouls hang back and cast spells from ancient scrolls. Several ghouls claw at Calanthe; she does not become paralyzed. Tsuguri burns many of the ghouls with a blast of positive energy (Tsukiyo)! Trystan cuts down a ghoul with arrow fire. Shawanda charges further into the chapel then burns ghouls with positive energy (Iomedae). This drops all three of the wounded ghouls. Calanthe cuts down another ghoul with magic missile fire.

CRUSADER 101: \* - undead in a group would be a clutch.

The other ghoul completes his scroll's spell, summoning a babau. The demon appears next to Tsuguri and savages him with a longspear and bite. Tsuguri uses his gentle repose domain power to stagger the babau; he is burned when he touches the babau, then stabbed as he moves away from the demon and next to Shawanda. Shawanda charges the babau and runs it through with Radiance, lightly wounding it.

The other scroll-using ghoul runs out the back door. Trystan runs to the door and shoots the creature in the back, then turns to shot down another ghoul sneaking up on him. The last ghoul uses a scroll to summon a spiritual weapon that attacks Shawanda.

The staggered babau fails to hurt Dame Shawanda, who cuts it from shoulder to thigh with Radiance (23pts). The babau laughs off a cause blindness spell from Calanthe, then concentrates all of its attacks on Dame Shawanda. Her shield and armor take the brunt! Trystan shoots the babau with holy smite backed arrows (49pts); acid sprays out of the dead demon's wounds.

Dame Shawanda and Calanthe shot the web imprisoned ghoul (4 and 6pts). The ghoul surrenders in the common tongue.

Trystan demands, "Who are you? Who is your boss?"

The ghoul hisses, "Jandis. I work for Nelkineth, a powerful demon."

Dame Shawanda asks, "Where is Nelkineth?"

The ghoul hisses and smiles, "He is in the stables."

Calanthe asks, "Is he a spell caster?"

The ghoul nods, "Yes. He is a follower of Kabiri, demon lord of graves and ghouls."

Tsuguri announces, "Lord of graves? Tsukiyo is the only lord of graves!"

Trystan orders, "Run ghoul. Away from the stables and away from here."

The ghoul flees. The crusaders head in the opposite direction to deal with Nelkineth. They cast buff spells, then Dame Shawanda kicks open a side door. A pair of ghouls stationed on either side of the door claw futilely at Dame Shawanda's armor.

Trystan follows close on her heels; he spots a incubus/tiefling hybrid at the back of the stable. He fires! The creature ignores Trystan's arrows, then uses judgement upon himself and casts *weapon of awe* upon his +1 battle aspergillum. Dame Shawanda rushes through the ghouls to attack the demon; she hits once (13pts) and is unhappy to see the creature unaffected by her holy smite.

Tsuguri enters the stable and turns undead, "Tsukiyo demands you flee!" Two of the ghouls hiss and run away from the crescent moon of jade held aloft by Tsuguri. They scuttle thru loose boards in the far wall.

The remaining two ghouls attack – one attacks Dame Shawanda from behind, the other claws at Calanthe. Trystan cuts down the ghoul attacking Calanthe with multiple arrows.

Nelkineth uses smite good then bash/splashes Dame Shawanda with his battle aspergillum. And she is also flanked by a ghoul. The demon hits twice, once critically (13pts and 25pts, plus 3 non-lethal). Terendelev's scale of fast healing helps save the paladin. Tsuguri closes with the melee to deliver a cure serious wounds (24pts) to Shawanda.

Calanthe critically injures the ghoul with a magic missile, but does not kill it. The ghoul claws and bites at Dame Shawanda but cannot get past her armor. Tsuguri uses his Advance ability to grant everyone an immediate move or 5' step. This allows Trystan and Calanthe to reposition and more importantly Dame Shawanda is able to step out from between the ghoul and demon. Dame Shawanda cuts the demon once and steps further away from the ghoul, which is destroyed by a positive energy burst from Tsuguri.

Trystan peppers the demon with cold iron arrows, while Dame Shawanda tanks. Tsuguri casts rage on her (granting her half the benefits of barbarian rage and all the penalties)!

Then the demon reduces Dame Shawanda to 5 hit points with a series of successful blows from the battle aspergillum. She lays hands upon herself and fast heals 5... Tsuguri and Calanthe heal her even further with cure moderate wounds and heavenly fire.

Calanthe nails the demon with a tangle foot bag, slightly reducing its AC. Trystan gets an excellent hit with magic arrows (23pts), then Dame Shawanda cuts the demon down.

**Loot:** +1 breastplate, heavy steel shield, +1 battle aspergillum, a holy symbol of Kabiri, powdered silver (250gp), and a key. A strong box is located in the back of the stable.

## **The End of the Session**

The session ends with the characters examining the felled demon's gear. A sense of foreboding makes them think something bad is about to happen.

Tsuguri states, "This feels like a trap."

Shawanda replies, "Which scout found this place?"