

## WRATH OF THE RIGHTEOUS 11/09/2014

### Attendance

*Bruce* calls in just in time to hear *Paul* mourn, “They gave me an empty container of fries! Oh, or I ate them all on the way over here.” *Chris* uses this as an opening to describe his sub-par experiences with all chicken places other than Bush’s Chicken.

Moving on, *Chris* describes the glee his players enjoyed on Friday when their cleric got full value from the *blade barrier* spell when fighting against a ravening pack of land-sharks. *Ernest* offers that the educated man refers to those creatures as “bulettes.” *Patrick* points out that that is also the name of a 1970’s era action hero. *Paul* corrects him, the action hero was actually named Bullitt. Though he did look quite a bit like a land-shark. He certainly had the table manners of one.

*Tim* and *Paul* offer up some interesting tales of harsh life in the software industry. *Chris* provides some corroborating evidence about the quality of management in state government. All this leaves *Bruce* grateful for the comparatively brilliant managerial policies he enjoys in the semiconductor business.

*Matt* stays quiet. Perhaps he is just too interested in his lunch from KFC. Or perhaps he is involuntarily muted by *Chris*’ computer as it decides to reboot itself. *Matt* doesn’t let anyone else know that he is *actually* thinking deep philosophical thoughts, far beyond the capabilities of the other players to appreciate. There’s really no limit to what you can do, once you learn to look beyond mundane Euclidean geometries and into the algebras of 8-dimensional hypercubic fields.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	7M2
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	7M2
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	7M2
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	7M2

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	7M2
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	7M2

## Share Out the Loot!

The scene opens with our heroes planning their assault upon the evils still lurking underneath the Citadel of Drezen, particularly the shadow demon *Ustoriax*, commanded to serve as guardian of the *Sword of Valor*. But first, they must move the evil dwarf alchemist *Jhoran Vhane* to their camp. There is a short discussion on whether to accept his surrender and allow him to walk around freely, or to clap him in chains. There is a shout from the assembled group, “In chains!” *Antonius* further recommends that he be equipped with a ball-gag. The others feel that this may be going a step too far.

The characters delay their expedition to hand out some of the loot they have acquired. *Tsuguri* rolls his eyes, annoyed by the delay.

- *Calanthe* and *Tabregon* each claim two potions of *cure moderate wounds*
- *Antonius*, *Shawanda* and *Trystan* each claim potions of *shield of faith* and *divine favor*.
- *Sosiel* gets a potion of *Shield of Faith* (from *Trystan*) and the *gargoyle ranseur*
- *Shawanda* agrees to take the *ghost touch full plate +1*, at least for the time needed to slay the shadow demon. It seems like her main objection to wearing the stuff full time is aesthetic – it was designed for some kind of heavy-metal hell-for-leather post-adolescent, and she doesn’t think that sense of style works well with the whole Paladin of Iomedae thing.
- *Tabregon* claims the *heavy steel shield +1*. Clang!
- *Tabregon*, *Shawanda*, *Tsuguri* and *Calanthe* each claim *elixirs of hiding*, on the basis that all of them have lousy stealth.
- *Uziel* the tiefling gets a *frost rapier +1* and a *chain shirt +1*.

- Antonius takes the *boots of elvenkind*, pointing out that not only did he take them from the succubus, he's also the most acrobatic character.
- Tsuguri takes the *wand of silence* (8 charges)
- The crusader *Kamilo Dann* (who was one of the surviving defenders of the tower) is promoted to Banneret and given a *longsword +1*. By default, it seems that Calanthe has been promoted to General.
- Calanthe takes the *spell-storing light hammer +1*. She announces she will store *reduce person* in it and call it the *Shortener*.
- Tabregon takes the *wand of blindness/deafness* (8 charges)
- Antonius takes the *returning throwing axe +1* for those few occasions when he wants to hit something that he can't reach.
- Nobody questions Trystan's interest in the *efficient quiver* and the *19 beast-bane arrows +2*. He hands *12 flaming arrows +1* back into the group hoard, as he already has a bow that makes its armor flaming.
- Likewise, nobody stands in the way when Shawanda claims the two *javelins of lightning*. She also picks up Trystan's old bow and his *flaming arrows*.
- Calanthe trades an *amulet of natural armor +2* to Shawanda.
- Tsuguri gets the *belt of mighty constitution +4* and hands it to Antonius.
- Trystan claims the keys to the citadel, as he is most likely to be the advance scout.
- Tabregon carries the *bag of holding* containing *Soulsshear* and a library of books giving a +4 bonus to Knowledge (planes) checks.
- Tsuguri takes the *gem of earth* (medium elemental) and the vial of *silversheen*.
- Calanthe takes a *potion of restoration* and the scrolls of *dimension door* and *move earth*
- Tabregon gets a *pearl of power* (2<sup>nd</sup> level) and a potion of *neutralize poison*
- Calanthe gets a *rod of metal and mineral detection*.
- Tsuguri takes the scroll of *divination* and the *elixir of life*.
- Trystan claims the *elixir of climbing* and the wand of *nondetection* (23 charges)

## The Shadows Under Drezen

The dungeons of Drezen are about 40 feet underneath the main floor of the citadel. The walls are covered with patches of glowing fungus that provide a dim light. The doors are made of iron.

The whole place was excavated after the construction of the main citadel, so *Aron Kir's* maps do not show them at all. Aron Kir himself is missing, and suspected to have gone off looking for demonic shadowblood to snort or smoke or however it is a demonblood addict takes it. Calanthe refrains from deliberately looking for the trails left by Aron as he presumably tries licking spare bits of shadowblood from the walls, as his lover *Sosiel Vaenic* is along with the group for the trip and very much hopes to find his missing partner.

The characters pass through a corridor 20 feet high and lined by small stone cells. The way ends with a locked iron cage. Staunton Vhane's keys don't work on it, calling his status as Master of the Citadel somewhat into question. Already none too subtle in their approach, the characters simply knock the lock off with adamantine weapons.

## This Is an Evil Place

The characters move forward into a room lined by eight cells. A double door leads to the east. Other rooms lie to the west. The characters search the place. They find that the floor is quite nasty, and everything is strongly aligned with chaotic evil. The whole place is also *unhallowed*. And finally, there is a mysterious whispering coming from the walls.

Calanthe decides to cheer the place up with some *dancing lights*. Tabregon places *light* on his helm too. Shawanda's sword *Radiance* provides light as well. Then Calanthe launches a *magic circle against evil*. She finds that the Good energies of the spell are impeded by the evil auras of the area – the spell is destroyed by the conflict. She retreats back upstairs, casts the spell again, then rejoins the group.

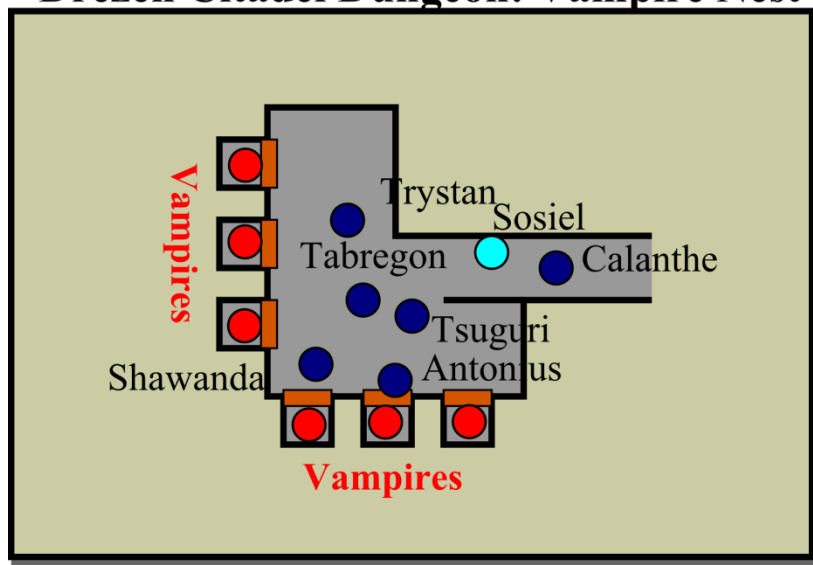
The characters investigate chambers to the north and south, finding rooms that once housed the jailors. They find some old pamphlets suggesting that the Teamsters were trying to organize the Drezen prison staff back before demons murdered them all.

The doors to the east lead to a long hallway, lined with prison cells. At the end of the hall there are double doors leading to the north and south. Before the doors stand two horribly-mangled human paladins, their limbs broken in multiple places. The characters approach and Tsuguri unleashes positive energy at them. They scream in agony and their flesh burns! They fly forward to the attack!

Trystan meets the charging undead with a flight of seeking, flaming arrows. Tabregon invokes more positive energy. The former paladin that had absorbed all of Trystan's arrows shatters and evaporates. The second burns as Tsuguri strikes it with additional positive energy. The one remaining paladin flies upon Tsuguri, barely draining some of his life energy away before Antonius destroys it. Tsuguri uses *restoration* to correct his negative level problem before it can become a lasting issue.

*They Have Vampires Down Here!*

### Drezen Citadel Dungeon: Vampire Nest



The characters open the iron doors to the south. They see stairs going down. No sense in going to the next level until this one is cleared, so the characters (led by Shawanda) turn to the east. The corridor is 10' wide but 20' high, so it seems oddly claustrophobic. The characters advance 50', then find that the corridor opens out into another prison room lined with cells. There are actually some people in these cells. They look quite weak from sickness and hunger – they are emaciated, scrawny and dressed in rags.

Tabregon casts *detect undead* and reports that the six people in the cells are undead of moderate strength. The characters stand around for a while discussing exactly how to burn the undead with holy power. This prompts the six vampires to decide that their ruse has not been successful. They open their cell doors and attack!

Tabregon leads off the characters' defense by channeling positive energy at three of the vampires. Calanthe casts *haste* very quickly! Antonius takes advantage of mythic gerbiling to engage one of them. He hits the vampire so hard it turns into gas! "Well, that was easy," he muses. He reflexively evades a series of claw strikes from the left flank, and then dissipates a second vampire with a single blow.

Tsuguri tries *turn undead*, forcing one of the vampires to flee. Shawanda stabs one with *Radiance* and parries its return strike. The vampire stares down at its severed claw with a sad, baffled expression. An instant later, the characters crush it in detail. Wisps of gas escape out the doorway.

The last vampire rushes towards what looks like the weaker target – the sorceress! It attacks Calanthe only to find itself unable to pierce her *mythic mage armor*. After a barrage of positive energy, some sword and ranseur chops, and it joins its comrades as vapor.

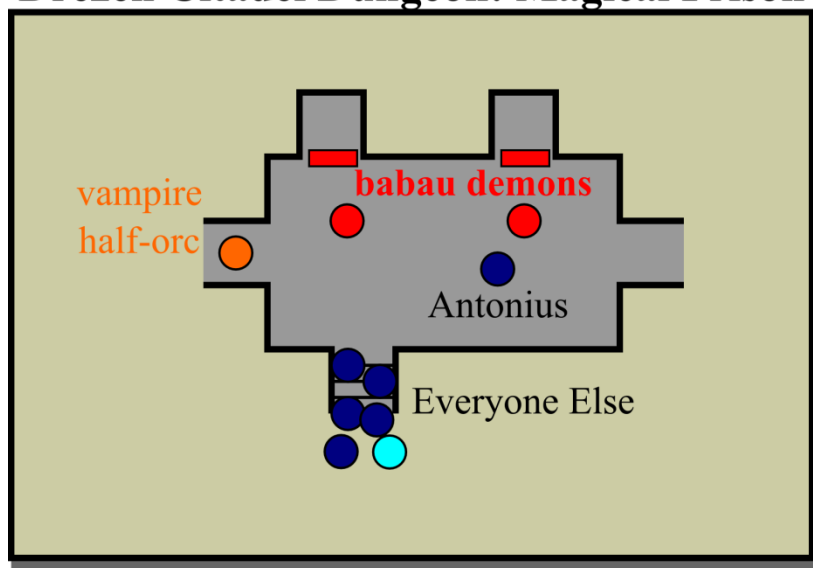
The vaporized vampires all seem to head towards the south and down the stairs. The characters watch them go, then decide to clear the rest of the level before they go hunt down the vampire crypts.

### *The Broken Prison*

The doors to the north open to a large interrogation chamber with two adjoining prison cells. There are arcane symbols carved around both of the cell doors. The sigils around one glow redly; that door is closed. The sigils around the other do not glow and the door is open. Tsuguri thinks that the interiors of the cells are completely non-magical. The cells are surrounded by an *anti-magic field*. At a guess, the renegade succubus might have been trapped in the now-destroyed cell. The walls of that cell are scratched with hundreds and hundreds of butterfly images, evoking the faith of Desna. The aura of evil and chaos that permeates the entire dungeon is not present inside the cell. There is actually an aura of goodness inside the cell, an aura that becomes overwhelming on one wall, where the occupant scratched a short prayer dedicating themselves entirely and

completely to Desna. It is quite clear that the renegade succubus was once imprisoned here and that her “Abyssal renegade” stems from worshipping the good goddess Desna.

### Drezen Citadel Dungeon: Magical Prison



More to the point, there are two *babau* demons standing in the chamber. They scream out howls of delight! Tsuguri screams back, “Die, spaghetti-heads!”

Antonius leads the assault, hammering away at one babau, heedless of the acid burns he acquires in the process. This is enough of a disturbance to cause a vampiric half-orc armed with a dagger to enter through a side door and attempt to *dominate* Shawanda. She ignores his attempt with a haughty shrug.

Trystan nocks arrow to string and opens fire on the second babau. The creature howls out, “I am not a sex criminal!” as arrows tear through it. Trystan doesn’t care – he hates demons much, much more than he hates vampires. He lands five arrows in the demon, tearing it apart. The demon’s rent corpse falls to the ground then dissolves into sulfurous bones and foul-smelling ooze.

Shawanda yells a challenge and charges the vampire half-orc. Tabregon supports her with a *dispel magic* that peels away one of the creature’s magical defenses. Tsuguri adds a *death ward* upon Shawanda for good measure.

Calanthe decides to change up her tactics, she casts *slow* upon the surviving babau and his vampire friend. The vampire slows down, caught by the spell.

Antonius hammers the babau with a *stunning fist* plus a powerful hit that leaves the demon bleeding (though, sadly, not stunned). His follow-up strikes with the cold iron three-sectional staff destroy the demon entirely.

Shawanda evades a clumsy dagger-slash from the vampire, then designates him as a *smite evil* target and slashes at him. She notices that the deflection bonus that had warded away her earlier strikes is now gone! Calanthe sparks the vampire with a *magic missile*. It twitches as the missiles strike home.

The vampire evaluates his terrible tactical options. He tries casting a spell, but isn't able to maintain his concentration. And then Trystan shoots arrows into him. The vampire shrugs that off, to Trystan's dismay.

The vampire meets his end when Shawanda stabs him through the face with *Radiance*. He turns into gas, flows into the adjacent room (which proves to be a library) and through the books along one wall. The characters search for a secret door. They find it, in spite of the fact that it is cunningly hidden. It is also locked, a problem that the characters answer by chopping their way through the lock with adamantine weapons. There is a coffin in the chamber beyond.

Antonius busts a chair leg off in the study and sharpens it up. Everyone stands around the coffin, intoning prayers to their various anti-undead deities. The characters hurl the lid away and stake the vampire inside. The creature's remains turn to ash with a very satisfying puff of flame. Picking through the ashes reveals that the undead half-orc had some nice things:

- *Shadow studded leather* +1
- *Vicious dagger* +1 (+2d6 extra damage, but +1d6 damage to the wielder)
- Wand of *death knell* (39 charges)

There is also a dead crusader in the library, completely drained of blood. Antonius says a chant from *Unbinding the Fetters* and stakes the body (just to ensure he doesn't rise as a vampire in turn).

### *The Vampire's Library*

The books in the vampire's library represent centuries of accumulated learning, dating back not only to the First Mendevian Crusade but beyond that to ancient Sarkoris.



The whole weighs hundreds of pounds. The characters decide to carry it away later (with *ant haul* and *floating disk*).

### *The Fruitless Search*

The characters search through the lower levels of the dungeons, but they are unable to locate anything of interest: not the coffins of the six vampires, not the shadow demon Ustoriath, and not the Corruption Forge.

The characters decide to head back to the army and talk to Jhoran Vhane. He agrees to help (after pointing out that dwarves are very good at making secret doors) if he is given some additional freedom – perhaps being kept in a locked room, rather than being constantly chained. Trystan also convinces him to change his loyalties to the Crusade and away from the various demons (none of whom have done well by him).

## **The Path to the Corruption Forge!**

The secret door turns out to be right behind one of the jailor's stations. Jhoran explains that the corruption forge is ahead, guarded by four salamanders. He doesn't know of any other secret doors – he didn't even know about the vampire's secret door.

Knowing that the characters are about to face salamanders, Calanthe and Tabregon pass around *resist energy (fire)* to everyone, giving them Fire Resistance 20. Salamanders are native to the Elemental Plane of Fire and are often used as warriors and slaves by other fire races. They hate the efreet in particular. Their society is cruel, based upon the dominance of the strong. They usually hold demons in high esteem, identifying more with the Abyss than their fellow fire creatures. There are large numbers of salamanders who live in the Abyss, making weapons and such for their demonic overlords. They are essentially immune to fire, and vulnerable to cold.

The characters buff up and then bust open the door to take in the view. They see a large chamber. They are on a ledge, looking down at the forge beneath them. There is a 20' drop to the floor below, and the entire chamber is very hot. The walls below glow red-hot. A large forge of blackened red metal squats in the center of the chamber. The characters can see a metal cage on a track that can be used to go from the ledge down to the chamber and back again. It is driven by a complicated windlass arrangement.

The four salamanders, snake-bodied humanoids crackling with flame, tend the fires around the forge. They cackle maliciously as they carry on their work.

Calanthe tries addressing the salamanders in Abyssal, urging them to abandon the area because their masters are dead. The salamanders do not seem impressed. They may have worked in corporate America and are very familiar with management structures that turn over every two years or so.

Shawanda leads with a *lightning javelin* against one salamander, mildly annoying it. Trystan demonstrates how to hurt a salamander, shooting one with *frost* arrows and seriously injuring it. Tsuguri casts a *prayer*, giving his allies a welcome morale boost.

Antonius, unwilling to wait on several rounds of mechanical tomfoolery, grabs a hanging chain and dramatically swings down to the lower level and engages one of the salamanders. He expects to be overwhelmed by salamanders a moment later. The salamanders do not disappoint him. They swarm him, pounding him into a bruised pulp but leaving him still standing!

Sosiel spends his round lowering Shawanda and Tsuguri half of the way to the floor of the chamber. Calanthe provides cover by shooting one salamander with *magic missiles*. Shawanda decides that the elevator is taking too long – she leaps out of the cage and stands to engage a salamander.

Trystan continues to pepper the salamanders with arrows, killing one of them.

Antonius flexes his mighty thews and fights defensively in his Iron Mountain stance, knocking one salamander down and stunning it. It is badly wounded. Tabregon casts a *mythic cure serious wounds* upon Antonius, restoring him to health just in time for the remaining salamanders to pummel Antonius again. His kung fu defenses shield him from most of the effects. He crushes another salamander in return.

Calanthe continues to pepper salamanders with *magic missiles*. She hisses at the worst-wounded salamander, “Suck force, jackass!” She knocks the creature down. It does not get back up.

Shawanda steps over to a wounded salamander and stabs it clean through with *Radiance*. The salamander falls, mortally wounded.

Tsuguri, feeling that the risk of the fight is comfortably low, scurries up between Antonius and Shawanda and tries to spear a salamander. It evades his thrust and turns its

attention to slaying Shawanda, delivering a substantial hit. Shawanda moves to flank the one surviving salamander and strikes, delivering a solid slash upon the creature in return.

Antonius drops his three-section staff and tears into a salamander with his bare hands, leaving it bleeding and wounded. It lashes out, leaving a nasty bruise on Antonius' flank. Calanthe and Shawanda finish the creature off. Everyone heals up afterwards. The characters also claim the salamanders' metal spears (they conduct heat!).

The Corruption Forge is a massive object, weighing many tons. The salamanders had been using it to forge ordinary weapons, albeit ordinary weapons with that special chaotic evil spikiness.

There are doors along the upper ledge leading to the forge maintenance room and the demonic armory. The characters investigate the armory. They find a wide chamber connected with two smaller chambers on the wings. There are many solidly-made weapons in the racks (worth 10 units of goods), though all of the best gear has been removed. The forge maintenance room includes a variety of tools for the maintenance and shaping of weapons.

### *The Ritual Chamber*

The characters open the doors to the ritual chamber and descend a short stairway. Lit candles surround a central arcane circle. A large crystal hangs from the 40' high ceiling, creating an odd flickering light. There is a doorway to the north, but nothing visible inside it.

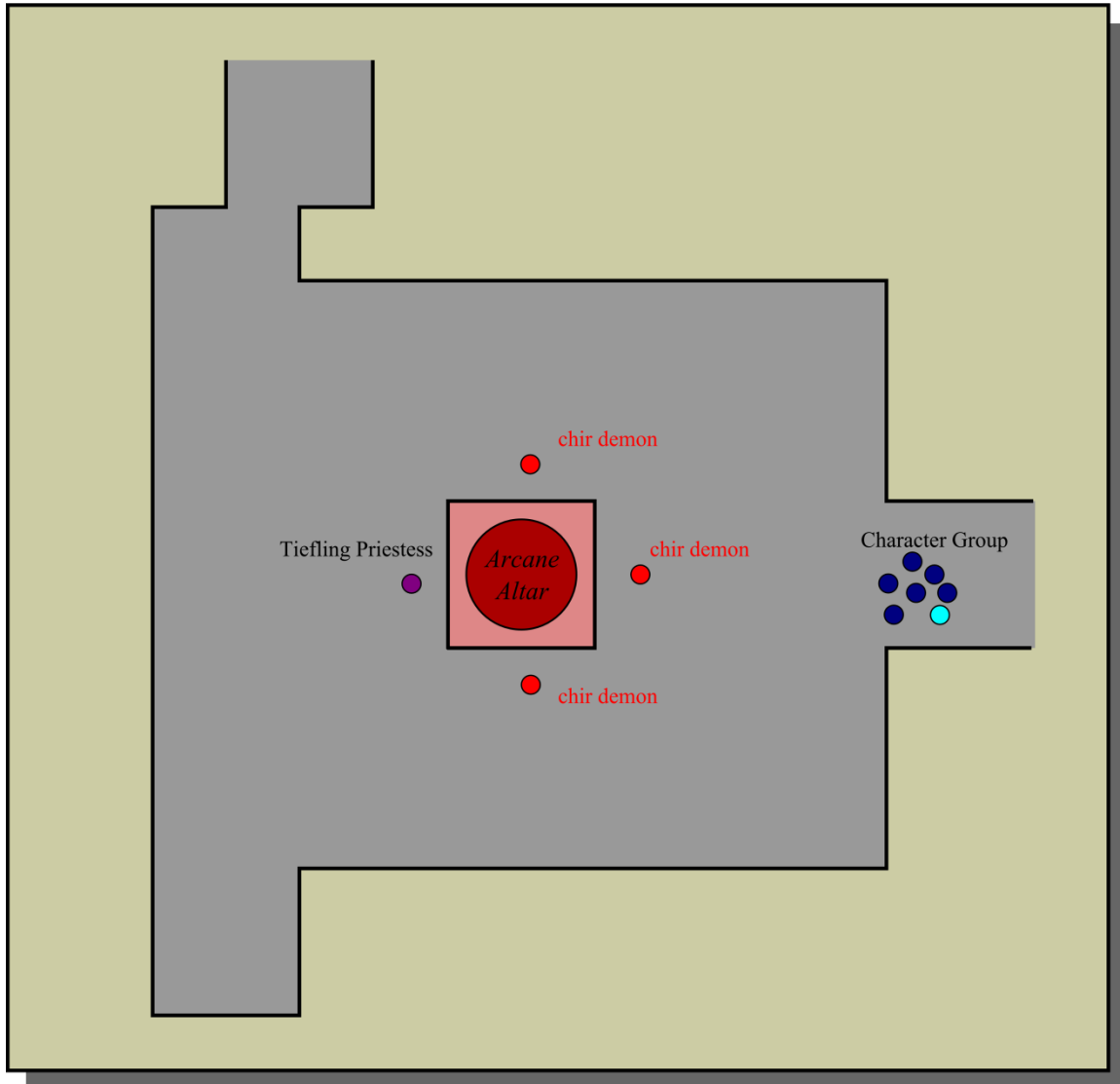
A tiefling woman and several *schir* demons are hard at work upon an evil ritual involving much bowing and chanting centered upon the hanging crystal, which refracts the light all around the chamber.

Antonius takes in the scene silently techno-dances until all his comrades are frowning at him. He declares, "Tsuguri! I've got a plan... Get 'em!"

Calanthe decides that the moment for diplomacy is done. She casts *haste*.

Trystan thinks about trying to shoot down the crystal, but instead shoots one of the *schir* demons, leaving it so feeble that Shawanda needs only jab it once to destroy it. Antonius rushes across the chamber, spurred by Tsuguri's encouragement, to strike the tiefling priestess and send her spinning (and bleeding).

Drezen Citadel Ritual Chamber



The tiefling magician (for that is truly what she is) casts a *wall of force* around her position, walling her off from Antonius. Calanthe moves up, suffering an attack of opportunity from a schir demon in the process, and uses her wand of *dimension door* to move Antonius inside the *wall of force*. He immediately grabs the tiefling woman in a sleeper hold. In a burst of mythic activity, Calanthe also casts *shatter* on one of the chains holding up the giant crystal. The crystal falls from the ceiling and cracks upon the floor!

Trystan sends arrow after arrow against a schir demon, slaughtering it.

Shawanda moves to a schir demon and cuts it. Tsuguri pulls out a cold iron spear and stabs the demon. The demon looks desperately hurt, but it is still able to slash

Tsuguri with its diseased halberd blade before Calanthe shoots it down with *magic missiles*.

Antonius pins the tiefling magician and starts to crush her. He slowly squeezes the breath out of her. She opens her soul to demonic possession, increasing her stats somewhat but not helping her escape the pin. She passes out. A couple of minutes later the *wall of force* vanishes, leaving Antonius and his unconscious prisoner free. The characters quickly strip the tiefling of all tools and weapons (including anything magical), then bind her with manacles. She and her demons were carrying:

- Scroll of *dimension door*
- Scroll of *dispel magic*
- Masterwork dagger
- *Cloak of resistance* +2
- *Headband of vast intelligence* +2 (Sense Motive)
- *Ring of forcefangs* (from *Ultimate Equipment*)
- *Ring of protection* +2
- 4 diseased halberds

The *ring of forcefangs* absorbs force effects directed at the wearer, building charges depending upon the level of the effect. Charges can be expended to cast *magic missiles*. Calanthe claims it.

## The End of the Session

Everyone gains a level! Up to level 8 with you! Tabregon gains 5 hp with his shiny oracle level and goes up to CHA 20!